

INSIDE: Pokémon Ruby/Sapphire COMPLETE WALKTHROUGH p54

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**ZELDA:
THE WIND
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PIECE LOCATIONS
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POCKET games



THE INCREDIBLE HULK

**FULL STRATEGY GUIDE,
REVIEW AND HISTORY
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**SIZZLING HOT
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**YU-GI-OH!
WORLDWIDE EDITION**

**CRAZY TAXI:
CATCH A RIDE**

SONIC ADVANCE 2

**GOLDEN SUN
THE LOST AGE**

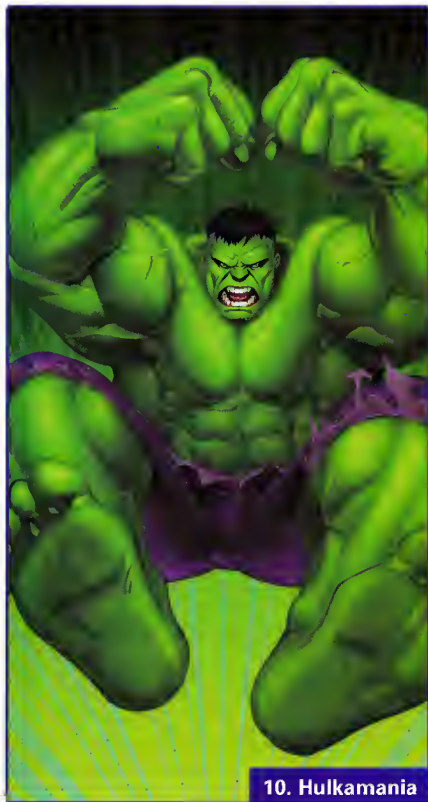


WOLVERINE'S REVENGE
SLICE'EM UP WITH OUR COMPLETE
WALKTHROUGH AND REVIEW!



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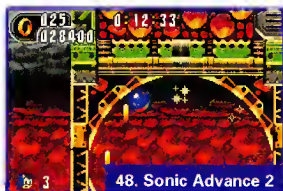
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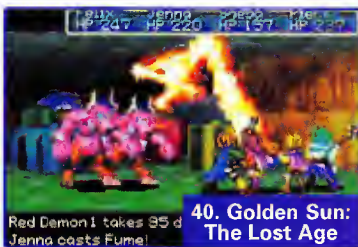
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WELCOME

We couldn't be more excited here at Pocket Games. Not only do we get to see a classic comic book character come to life on the silver screen this summer, but he's also making a prominent appearance on our favorite gaming system of choice. (OK, so the game's coming out on ALL the systems). Ideally, if you run out to your favorite videogame store before you head to the theater, you could play the GBA version of *The Incredible Hulk* while you're waiting in your seat to see *The Hulk* movie.

To add to all the excitement, the version of the Hulk to grace the GBA is a noteworthy departure from typical licensed games of the past (where an ultra-popular character's name is slapped on a "just get this out the door to make money" game and we get stuck with a stink pile to review for you). Well, let me tell you, *The Incredible Hulk* is a fine game—worthy of the green goliath's legendary name. It's obvious that Pocket Studios and Universal Interactive worked closely with Marvel every step of the way in the development of this title. In fact, Universal Interactive is so conscientious about this title that they wanted to approve every single Hulk screen wa show in this magazine. Mind you, we weren't bothered by this one bit; it's actually refreshing to know that a company cares so much about their products. The way I see it, it's this kind of "blood, sweat and tears" work ethic that's going to produce a better product for us all. 'Nuff said.

—Dan Peluso

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POCKET GAMES

Editor in Chief Simon Cox - simon_cox@ziffdavis.com
Art Director Cyril Wochok/Icon Digital Design
Managing Editor Dan Peluso
Contributors
 Cameron Davis, Pete Felonk, Russ Fischer, Zach Moston,
 Frank Provo, Brian Shelfland, Scott Steinberg, Doug Trueman,
 Chris Zimmerman and the editors of EGM and GameNow magazines

Manufacturing Director Carlos Lugo
Senior Production Manager Anne Marie Miguel
Graphics Manager Michele Kellogg
Assistant Production Manager Teresa Newson

Vice President/Game Group Dale Strang
Business Director Cathy Bendoff
Circulation Director Shirley Viel
Senior Newsstand Sales Manager Don Galen

Group Publisher Lee Uniacke
 415-357-4910, lee_uniacke@ziffdavis.com
Group Associate Publisher Stan Taigen
 415-357-4915, stan_taigen@ziffdavis.com

Northwest
 WA, OR, MO, ID, WY, and Western Canada
 Sales Office: 101 Second Street, 8th floor, San Francisco, CA 94105
 Marci Yamaguchi, marci_yamaguchi@ziffdavis.com,
 Regional Sales Manager 415-357-4944, fax: 415-547-8777
 Meighan K. O'Rourke, meighan_orourke@ziffdavis.com,
 Account Executive 415-357-4920, fax: 415-547-8777

Bay Area
 San Francisco, Bay Area Peninsula; NV, UT
 Sales Office: 101 Second Street, 8th floor, San Francisco, CA 94105
 Mary Gray, mary_gray@ziffdavis.com,
 District Sales Rep. 415-547-8782, fax: 415-547-8777
 Mary Latson, mary_latson@ziffdavis.com,
 Account Executive 415-357-4925, fax: 415-547-8777

Midwest
 ND, SD, NE, CO, NM, TX, OK, KS, MN, IA, IL, MO, AR, LA, MS,
 AL, FL, TN, KY, OH, IN, WI, MI, PA
 Sales Offices: 1411 Opus Place, Suite 3470 Downers Grove, IL 60515
 Marc Callison, marc_callison@ziffdavis.com,
 Regional Sales Manager 630-810-4095, fax: 630-810-4099
 Emily Olman, emily_olman@ziffdavis.com,
 Account Executive 415-357-5226, fax: 415-547-8777

East
 ME, NH, VT, MA, CT, RI, NY, NJ, DE, MD, VA, WV, NC, SC, GA
 Sales Offices: 28 East 28th Street, NY, NY 10016
 Ian Sinclair, ian_sinclair@ziffdavis.com,
 Regional Sales Manager 203-255-5795, fax: 203-255-4560
 Emily Olman, emily_olman@ziffdavis.com,
 Account Executive 415-357-5226, fax: 415-547-8777

Southwest
 Southern California; AZ
 Sales Office: 101 Second Street, 8th floor, San Francisco, CA 94105
 Karen Landon, karen_landon@ziffdavis.com,
 Regional Sales Manager 760-942-6277, fax: 415-547-8777
 Linda Philpili, linda_philpili@ziffdavis.com,
 Senior Account Executive 415-357-8781, fax: 415-547-8777
 Online Sales
 East Coast Jonathan Nagy 212-503-4685
 West Coast Allison Rotcop 415-547-8564

Ray Ledda, ray_ledda@ziffdavis.com,
 Marketing Director 415-547-8775
 Wayne Shiu, wayne_shiu@ziffdavis.com,
 Marketing Coordinator 415-547-8248
 Tipler Ubbelohde, tipler_ubbellohde@ziffdavis.com, Senior Advertising
 Coordinator 415-357-4930
 Kristeen Laut, kristeen_laut@ziffdavis.com,
 Senior Sales Assistant 415-547-8778
 Amanda Nelson, amanda_nelson@ziffdavis.com,
 Sales Assistant 415-547-8783

Chairman & CEO:
 Robert F. Callahan

Chief Operating Officer & CFO:
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Senior Executive Vice President, Publishing Operations:
 Tom McGrade

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Nintendo Game Boy® Advance



Mild Violence

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PREPARE TO N-GAGE!

The Last Phone You'll Ever Need

Get ready to drop your prejudices and preconceptions about mobile games. The age of Snake is over. That's the message Nokia is desperate to get across with its N-Gage gaming phone—or Game Deck, as the company prefers. The company has set out its vision for the product, stating quite clearly that this is a game machine first and everything else—including cell phone—second. Topping the agenda is the multiplayer experience, via Bluetooth and online gaming, and some truly impressive partners have been lined up, including Sega, THQ, Eidos, Activision, and Taito. Rumors that Capcom is also on board have so far been politely denied by Nokia, but only in that nudge, nudge, wink, wink way.

First, some under-the-hood info. N-Gage is based on Nokia's Series 60 standard, the same technology used in its 7650 and 3650 phones, so there isn't any special graphics hardware buzzing away beneath the case. It also features a 104MHz ARM925 MCU processor and runs the Symbian operating system. What does all this mean? Well, Doug Dyer, general manager of THQ Wireless, one of the main publishers signed up for N-Gage development, put it like this, "The

biggest advantage of the Series 60 platform is the availability of tools such as 3D engines and multiplayer Bluetooth capabilities. We are able to develop games using 3D models as well as advanced textures. The ARM925 MCU gives us plenty of processing power for the titles we plan to publish on the N-Gage platform." In other words, it's a pretty powerful little machine, almost comparable to PS1 in terms of processing speed and 3D rendering capabilities. Oh, and games come on 8-meg multimedia cards (MMCs). These delicate little slabs, about the size of an after-dinner mint, will be sold through all your favorite game retailers and electronics outlets, as well as cell-phone stores.

Weighing in at a positively anorexic 137 grams, N-Gage is smaller and lighter than most pundits expected. The design is chic and functional, displaying all of Nokia's expertise in hand-held ergonomics. Button matrices on either side of the screen are sloped upward, positioning them perfectly for ease of use while playing a game. The round eight-way D-pad, or rocker, is small but sturdy, providing accurate directional control that compares very well with GBA's cross-shaped alternative.

The two main "action" buttons are 5

SYSTEM SPECS



THE NOKIA N-GAGE AT A GLANCE

Architecture: Series 60 platform, Symbian operating system, 104MHz ARM925 MCU processor
Screen: 176x208 pixels, 4096 colors, backlight

Battery life: 3-6 hours (depending on game type), 2-4 hours talk time, 150-200 hours standby (fast battery recharge—recharges in one hour)

Dimensions: 133.7 x 69.7 x 20.2mm

Weight: 137g

Other info:

Triple-band GSM
GPRS
Multimedia Messaging (MMS)
MP3 and Stereo FM radio
Java application support
Bluetooth wireless support for multiplayer gaming

and 7, but more complex games like Tomb Raider can use any of the numerical keys from 1-9. These keys are small and close together so it takes some practice to hit them cleanly. Disappointingly, there are no shoulder buttons, which seems like a real oversight. As you GBA owners have no doubt discovered, these are perfect for strafing in Doom or adding direction to moves in Tony Hawk. It seems these have been sacrificed to attain that wafer-thin 20.2mm depth. >

Join the Anniversary
BASH



WHY SURF THE NET WHEN YOU CAN CONTROL IT.

Mega Man Battle Network 3: Blue version and White version are the biggest, most exciting Battle Network action-role playing adventures yet! Join Mega Mega.EXE, his pal Lan and friends as they keep the net safe from viruses, cyber criminals and a slough of other net-based menaces. Each version features different Mega Man styles, Battle Chip types, enemies, bosses and other surprises to discover and trade!

CAPCOM

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Mild Violence

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SEEING THE BRIGHT SIDE

Is the future of after-market GBA lights still glowing?

While most gamers are giddy that Nintendo released its Game Boy Advance SP (with a built-in light so they can play without donning a miner's headlamp), at least one entrepreneurial GBA fan has every reason not to celebrate. He's Adam Curtis, president of Triton Labs (www.tritonlabs.com) and designer of the Afterburner, GBA's first internal-light kit. Demand for his \$25 doodad, which must be installed in the GBA via a delicate operation (detailed back in EGM #157), has been high: 75,000 of the lights (which can also be bought preinstalled) have shipped since the kit launched last fall.

But now that Nintendo has launched its GBA SP—with so-called front-light technology that's the same as the Afterburner's (Curtis jokingly says he has no plans to sue)—you'd figure the kit's prospects might dim. Curtis disagrees. "We are confident that significant demand will remain for the Afterburner for at least another year," Curtis says. "There will be those who prefer to install an Afterburner in their current system rather than spend \$100 for the new GBA. And from the SP's I've seen, gamers with large hands will be much more comfortable with the horizontal ergonomics of the original GBA."

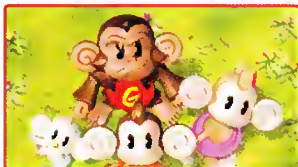
Even if demand for the Afterburner does plummet after GBA SP's is around a while, Curtis says his company has new products on the horizon that will likely cause just as much of a stir as the Afterburner, especially since they'll be compatible with the new GBA SP. And, ultimately, "The gamer half of me is very happy to see Nintendo release an internally lighted system," he says. "The original goal of [my] project has been realized in full."

You can order an Afterburner kit from tritonlabs.com, and if the thought of eviscerating your GBA and wielding a soldering iron is daunting, the folks at www.portable-monopoly.net will do the surgery for some extra cash. ☐

PREPARE TO N-GAGE

> Ah yes, the games. The important bit. The make-or-break element of any hardware launch. Nokia has certainly rustled up an impressive roster of supporters in Sega, Taito, etc., and all have several projects in development. Nokia has even set up its own in-house development studio that will focus on multiplayer games, and it is currently working on a snowboarding title. Although the key titles shown at press events were single player, Nokia was keen to point out that several multiplayer titles will be ready at launch. There is even talk of massively multiplayer online games like EverQuest further down the line. Developers will also be able to offer downloadable weapons, cheats, power-ups, and levels to give added value to single-player games. Nokia is providing lots of free tools and a downloadable SDK on its Web site to make N-Gage development cheap and easy; it is also planning to provide financial support to small developers with decent ideas.

There are a few other features worth mentioning. The N-gage will allow MP3 playback, as well as email and personal info management. The phone is also triple-band and GPRS compatible, and there isn't a territorial lockout on the games, so you'll be able to buy titles in, say, Europe and play 'em on your American deck. Ultimately, though, N-Gage has received a mixed response from mobile industry insiders. Worries include the vertical screen, the fragile MMCs, the dodgy card-loading, and the very fact that this is a proprietary system, unlike downloadable Java games that will work across a variety of handsets and networks. Others are concerned the price point is going to be much higher than GBAs—Nokia would only say it'll be less than 500 euros (\$40 dollars). But the games



GAME LINEUP

Hands-on with some of the n-gage's launch titles.

Sonic N - Clearly based on the Sega Genesis original, this one looked nice, but, when presented at alpha stage, suffered from slowdown. This'll have to be sorted out. Sonic = speed!

Kart Racer - Developed by British studio Kuju Entertainment, this is a simple Mario Kart clone offering four-player kart racing via Bluetooth. Again, the press event version was pretty slow, but the wireless linkup was reliable.

Super Monkey Ball - Impossible to play at the press launch due to its terrible framerate. Hopefully, this will be sorted over the coming months, as Monkey Ball will have those casual gamers drooling.

Tomb Raider - A new version of the PS1 original with some extra stuff. The impressive 3D visuals were let down by, yep, a slothlike framerate, but the mere fact that a PS1 game was playing on a cell phone was impressive.

showed a lot of promise, as does the prospect of spending 15 minutes with Lara Croft on your PHONE during a boring bus trip. Nokia truly has a lot of work to do to make us abandon our GBAs, but this company rarely makes mistakes. Launch is pencilled in for the fall. To say we're excited is an understatement. ☐

—Keith Stuart

For more info on the Nokia N-Gage, go to www.n-gage.com

SUPER LUCKY IMPORTS

Game Boy Advance SP — Pearl White Edition

By now, we all know Game Boy Advance SP is cool, but the pearl-white version of SP is both cool and rare. This limited-edition system (released on February 14) was available only at a couple of exclusive retailers in Japan, including 7-11. (Yes, Japanese 7-11 stores sell videogames—how cool is that?)

In addition to getting the pearl-colored system (it's kind of a shiny white—very classy-looking), you also get the GBA SP recharger/AC adapter, a copy of Final Fantasy Tactics Advance, a FFTA SP carrying pouch, and a FFTA strap to attach to the system. ☐

Since this is a hard-to-find system, expect to pay more for it than you would for a standard GBA SP. Your best bet is to visit import shops. We got ours at Upstate Games (www.upstategames.com).





*In the malevolent dusk
of a solar eclipse,
Dracula's evil becomes
imprisoned in shadow.*

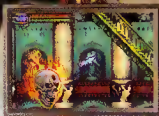
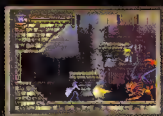
*The prophecies of old
foretell of its return,
with the destined dawn
of a future alignment.*

*Upon its release from
the embrace of time,
darkness stirs and shifts
to resurrect the master.*

*Born into a soul
of innocent blood,
Dracula rages in wrath
to consume the light.*

Castlevania

Aria of Sorrow



Animated Blood
Mild Violence

GAME BOY ADVANCE

www.konami.com/usa

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THE INCREDIBLE HULK

POCKET
feature

HULKAMANIA!

A Look At The Life And Times of Marvel's Jolly Green Giant

By Scott Steinberg, Dan Peluso & Frank Provo

Superhero screenplays are all the rage right now. Name one seven year old who can't identify Daredevil or the X-Men on sight. But back when comics cost less than a modern day postage stamp, there was only one grouchy goliath smashing his

way to stardom across America. Poised for a triumphant return in 2003, we couldn't resist giving you whipper-snappers a crash course in Hulk history, if only as a reminder. Just as with videogaming, in the wild world of pop culture, everything eventually comes full circle.

Meet The Men (And Women) Behind The Monstrosity

FAMILY

■ BRUCE BANNER

The man, the myth, the movie star. This poor nuclear scientist houses The Hulk within his slight frame. Always running afoul of the Army or some random villainous vulture, this guy's been poked and prodded more than most of his test subjects. Let this be a lesson, kids—just say no to gamma rays.

■ GENERAL THUNDERBOLT ROSS

A classic military man, full of bluster. Stubborn as an ox, he knows there's something suspicious about Banner, but can't ever put his trigger finger on it. Ah well, it's not a big deal...except when the man puts the moves on his bouncing baby girl. Then it's time to nuke somebody.

■ BETTY ROSS BANNER

Although General Ross' daughter, she's head over heels for Banner. While Bruce isn't the most attentive suitor, constantly stuffing his nose in books and transforming into a mutated madman, it matters not. Betsy (or the Harpy, as she's known in some circles) will forever be waiting to exhale.

■ DOC SAMSON

Man, everyone's getting blasted with radiation these days. Witness the good doctor, who then flexes his newfound powers by helping the Army capture The Hulk. Although our hero escapes and lives to fight another day, many of those battles pit him against this particular adversary, who has designs on Betty's heart.

■ ABSORBING MAN

Unlucky enough to have his own superpower, this mooch makes a go of it by borrowing the abilities of adversaries he's fighting.

■ GENERAL FANG

Ah, nothing like a little classic Communist bashing. Every one's favorite Chinese chump had an unhealthy fondness for abusive ape-men.

■ THE CHAMELEON

The Chameleon—For those who can't guess this one's special talent, we humbly suggest a superhero name of your own: The Clueless Yutz.



RICK JONES

There's a very good reason Jones is the only one aware of Banner's secret and therefore serves as his sidekick by default. Let's just say it might have something to do with a certain idiot joyriding in a nuclear blast zone and being saved by a sympathetic scientist. Sheesh... and to think this twarp founded the Avengers.



SHE-HULK

He-man had Sha-Ra. Conan had Red Sonja. Batman had Rob...wait, never mind. Banner's first cousin, Jennifer Walters, first comes into her own as a superhero when he provides her with a crucial blood transfusion after a gangland shooting threatens her life. Cue the beginnings of a bright (green, that is) career in crime-fighting.



THE LEROER

Perpetually a thorn in mean green's rump, the man with the giant brain was big on giant robots and plans for world domination.

MATTERS

■ HERCULES

Put the Greek strongman together with the Green stunner and you've got a wrestling match that literally moved mountains.

■ THE SANDMAN

A troublesome ruffian who just doesn't know when the jig's up; he also can't enough of pestering the Fantastic Four and Spider-Man.

■ BOOMERANG

Guess he never should've quit the big leagues; now the man settles for a life of crime in which he makes a living tossing explosive discs. Lucky for him, they don't usually come back.

■ THE MANDARIN

The Mandarin—Love the magic rings, but here's another that doesn't know when to quit...

■ THE METAL MASTER

The Metal Master—The name says it all. A villain who can make any item made from metal do his evil bidding. In the name of all that is holy, don't let him near your Aibo.



PUPPET MASTER

Not to be confused with the straight-to-video splatter film star, this bald bumpkin creates trouble by commanding radioactively powered clay henchmen.

THE RHINO

Strong as his namesake and just as stupid, this malicious malcontent is an ex-con with a taste for trampling innocents. Think the X-Men's Juggernaut, but with a much less cooler helmet.

TYRANNUS

Oh please, like you've never met an immortal, oppressive Roman dictator who makes his home in the center of the earth.



DID YOU KNOW?

DID YOU KNOW...Our freakish friend made his first appearance on newsstands in May of 1962, and was colored gray, not green. Call it practicality. The Incredible Hulk was the product of errant atomic testing; it was thought audiences would find the prospect of radioactive exposure turning one's skin a sicklier shade easier to swallow.

DID YOU KNOW...Bruce Banner may have anger management problems now, but it never meant much before... originally, the man's monstrous alter-ego only manifested itself when he fell asleep.

DID YOU KNOW...Let's hope the hero always remembers to flush—his greatest nemesis is The Leader, a former janitor turned super-genius that was erroneously exposed to the same gamma radiation as ol' big and burly.

DID YOU KNOW...Maybe the big screen isn't the best place for The Hulk's latest rampage. Looking over its resume, perhaps a juicy slot between Jerry Springer and General Hospital would be more appropriate. You see, many years back, this series billed itself "the only super-hero soap opera in all of comicdom."

DID YOU KNOW...This superhuman star may be one of a kind, but he's not without siblings. The creature was created by comic book legend Stan Lee, who was also responsible for Spider-Man, Thor, Iron Man, and The Fantastic Four, among others. Say what you will, but the man single-handedly made Marvel a force to be reckoned with.

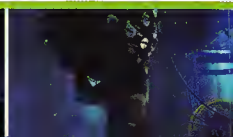
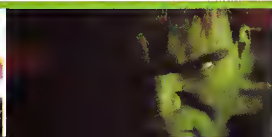


Comic book legend, Stan Lee.

DID YOU KNOW...Despite what they tell you, size apparently does matter. In the '60s and '70s, The Hulk was approximately 8 feet tall and weighed a whopping 750lbs. In the movie from Universal Pictures, he's 15 feet tall and crushes scales at a trouser trouncing 1500lbs.



14 Pocket Games



HIGH
ENERGY
PUZZLE
PERFECTION



PUZZLE
FIGHTER II

"Hours of addictive fun!"
— Game Pro

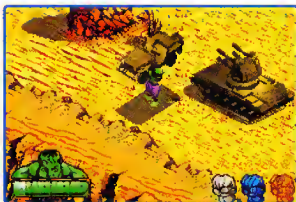
The greatest puzzle game of all time is back! Super Puzzle Fighter is chock full of ferocious competition, pint-sized characters and non-stop high-energy insanity! Stack the falling colored gems in strategic combinations. When the time is right, use a burst gem to shatter your blocks and watch your character demolish your opponent! Be the first to fill the other's screen with gems and K.O.!... you win!



Mild Violence

GAME BOY ADVANCE

CAPCOM
capcom.com



Like most comic-themed games, *Incredible Hulk* is loaded with action. Some spots do require a little bit of thought, however, such as when you're (1) hunting for cracked walls or (2) trying to avoid electrified flooring.

THE INCREDIBLE HULK

Other comic-themed games are green with envy. The Hulk kicks!

The *Incredible Hulk* is one of the few comic-themed games that's actually worth the plastic it's molded from. Sure, the amount of violence is excessive—any game featuring the Hulk is going to have a lot of fighting in it—but throughout all of the superficial carnage, you'll discover that there's a great deal of strategy here as well.

In some stages, you need to locate and destroy generators so that the Hulk can travel safely through areas fortified with electrified flooring or steam vents. Alternatively, many areas have hidden passageways that you can uncover by pummeling cracked walls. Hulk also has the ability to lift up and carry small objects, such as barrels and crates, which you can use to toss at soldiers, detonate mine fields, or to unlock floor switches.

The cartridge clocks in with a whopping 33-levels, so you don't have to worry about puzzles or mazes getting in the way of unbridled aggression. Everywhere you turn, there are soldiers, tanks, and helicopters just waiting for a beat down. Most of the scenery is fair game too. Hulk starts each level with a modest repertoire of punches, but will acquire new attacks as you increase his anger level. Hulk's stamina also increases or decreases based upon how angry he is. Clever, eh?

Hulk's biggest drawback is that the fighting gets old after a while, especially in stages where you have to backtrack through previous areas. This aside, Universal's take on the Hulk is in keeping with what you'd expect from the burly green guy. **B**

—Frank Provo

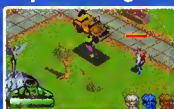
HULK-A-RIFIC ABILITIES

Rage Powers



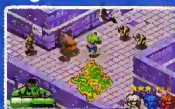
You earn additional attacks by taking out multiple enemies. Shown here is Hulk's barge attack, which is a powerful shoulder-tackle.

Super Strength

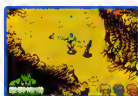


Hulk isn't a wuss. He can lift rocks and vehicles that are strewn about the environment.

Regeneration



Eating food items replenishes stamina. Alternatively, Hulk can regain health automatically so long as his rage meter isn't empty.



As you can imagine, there's oodles of violence. Thankfully, it's all done in an over-the-top, comic book style.

POCKET DATA

PUBLISHER: Vivendi Universal
DEVELOPER: Pocket Studios
GENRE: Action
PLAYERS: 1 (2+ Linked)
RELEASE DATE: 05/27/03
ESRB RATING: E

POCKET SCORE

GRAPHICS

Character visuals are awesome, especially for the Hulk and some of the tank weapons.

GAMEPLAY

Just like in the Hulk comics, the more Hulk fights, the stronger Hulk becomes.

SOUND

Every punch echoes like thunder and there are plenty of explosions.

OVERALL

The game offers a respectable mix of fighting, puzzle, and survival-based missions, though backtracking earlier levels is dull.

8.0

OUT OF TEN

ATARI

FUMINATION
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GAME BOY ADVANCE



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DRAGON BALL Z
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GOKU II

ATARI



THE HULK

By Frank Provo

This pint-sized version of the Hulk is a smash—literally. We took it for a spin and unlocked all of the strategies and tips you'll need to survive from beginning to end. There's no need to trash the living room. Just sit back on the couch and stay a while: *Pocket Games* will be your guide through 21 levels full of angry soldiers, armored tanks, high-tech robots, tricky puzzles, and egomaniacal bosses.



STRATEGIES



Every time you begin a new level, you need to relearn all of Hulk's rage powers. It's a good idea to do this as soon as possible. Find a gathering of soldiers and use the Barga attack (L Button) to tackle them in groups of two or more. Run around the level and herd them together if you need to. This way, you can rack up all of the "Super Smash" bonuses you need before facing the tougher challenges in a level.



Hulk's Thunderclap attack (R Button) radiates outward in a circular fashion. To maximize the effect, don't use it until you're surrounded.

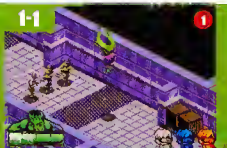


Hulk thrives on anger and frustration. When the rage gauge is full, Hulk will regain stamina automatically. When it's empty, however, Hulk will lose stamina. Smash pillars, boulders, and buildings in order to maintain Hulk's anger level.

STEP-BY-STEP WALKTHROUGH

LEVEL 1:
ESCAPE THE
DETENTION
BUNKER

1-1



■ Jump over the electrified floors and deactivate the generator at the end of the hall.

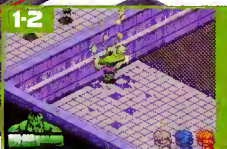


■ Follow the red arrows to the cargo ramp, which leads to the next floor.



LEVEL 1

1-2



■ Supposedly, you need to destroy three generators in order to reach the exit. In reality, you only need to worry about the first one. Head left of the starting point and look for a cracked wall. Smash it and destroy the generator inside. With all of these soldiers around, now is also a good time to earn your rage powers.



■ You don't need to worry about the other generators if you still have a full health indicator. When you come to an electrified floor on this level, jump forward onto it. When you land, use the Barge attack (L button) to dash forward and clear the floor. You'll still have half of your stamina left. Follow the red arrows south to reach the exit.

1-3



■ You MUST destroy two generators in order to exit this level. To find the first, smash the metal door to your left and follow the arrows. When you reach the floor with the electrified patches, ignore the urge to follow the first red arrow you see. Instead, follow the hall to the end. There's generator #1.

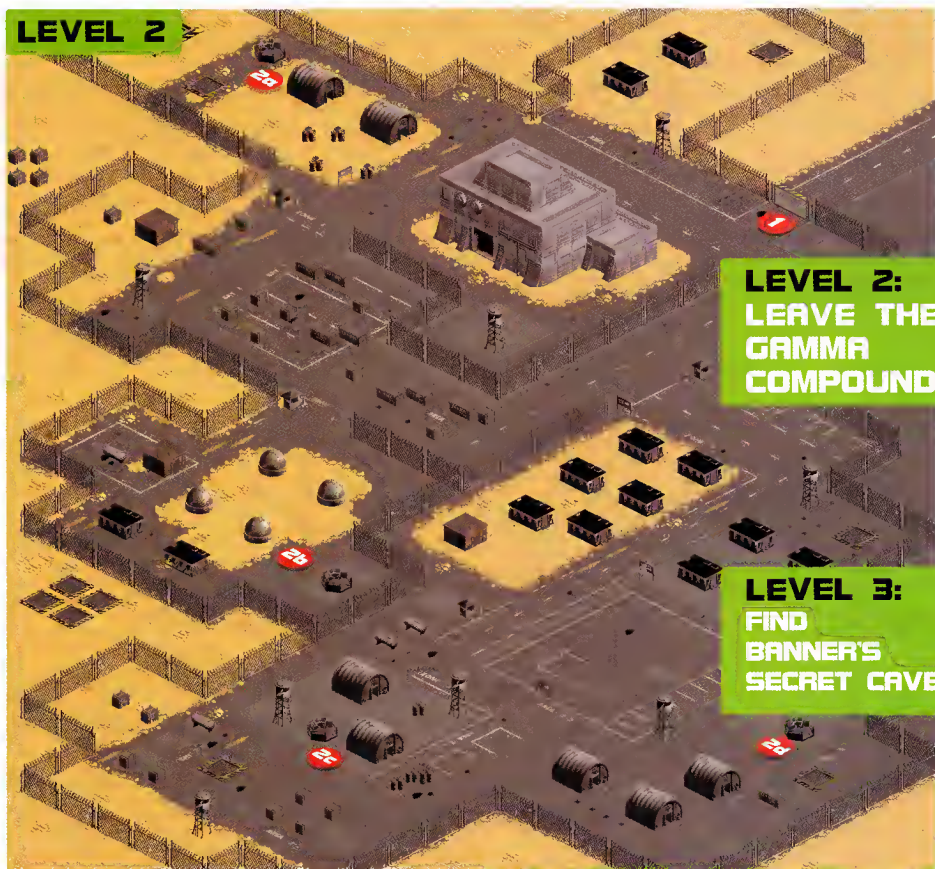


■ To find the second generator, head back to the doorway and follow the red arrow. Keep smashing walls and pressure doors until you come to a heavily guarded area with a checkerboard floor. Generator #2 is in an office to the left. Look for a cracked wall just southeast of the generator room to find a secret area full of goodies.



■ Keep following the arrows until you reach a room filled with electrified flooring. If you disabled both generators, you can enter the room safely. Load up on health items by smashing the lockers. In the next area—the one with the pillars—the doors won't unlock until you've defeated 10 soldiers.

LEVEL 2



LEVEL 2:
LEAVE THE
GAMMA
COMPOUND

LEVEL 3:
FIND
BANNER'S
SECRET CAVE



■ Head north through the canyon. Don't bother to climb the first set of steps. Definitely do NOT fight the android in the clearing to the right.



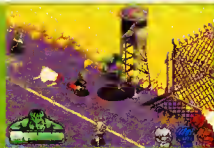
■ When you reach the area with the tanks and soldiers, fight them to acquire your rage powers. If you see the shadow of a bomber fly overhead, run to the left to avoid the impending onslaught of bombs.



■ This is a brief level, but it's full of danger. Your main goal is to escape through the blast door located at the north end of the compound.



■ (2a-d) To open the door, however, you need to destroy four security checkpoints. One is located to the left of Hulk's starting point. The other three are south.



■ Watch out for the lookout towers. The soldiers up top can deplete your health in a hurry. Use the Barge attack (L Button) to topple them in a hurry.



■ You'll be covered in troops, jeeps, and tanks in this level. Use the barge attack to destroy barracks. This limits the number of guards and will reward you with health items. If you find yourself surrounded, use the Thunderclap attack (R Button) to clear the area.



■ Ain't no secrets here, Hulk. Follow the red arrows until you reach the first cave entrance. Watch out for the tank blocking the way.



■ Use the trees and cacti in this level to build your rage meter. Remember: You don't have to stop and fight every attacker. Handle the tanks with your Barge attack and use the Thunderclap if you find yourself surrounded by troops.



■ After the first cave entrance, you need to find the second. Again, just follow the arrows. There are more tank weapons to deal with in this part of the level.



■ Watch out for land mines. Throw vehicles and rocks on the mines to clear them.



■ Climb the second set of steps and follow south until you can drop down.



■ Try to ignore everything and just run until you reach the steam vents.



■ Watch out for the missile launcher south of here. Get behind it to destroy it or just run by.



■ Follow the red arrows until you reach the cave entrance.

LEVEL 4: DEFEAT 30 HUMANOIDS

4-1



■ Defeat 30 humanoids to complete the level. Use boulders to initiate attacks, but proceed cautiously. The path through the cave goes upward, left, and then southward. Don't waste too much time wandering, since Hulk's health drains when he's bored.

LEVEL 5: FIND THE SUBTERRA NEAN CITY

5-1

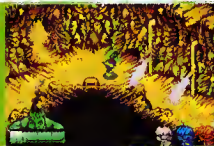


■ Follow the red arrows. Smash the rock wall to locate the first generator.

5-2



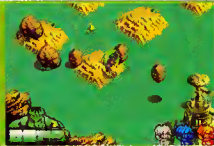
■ Head through the doorway to the left and continue past the acid pools. Walk south for a short distance and then a little further to your left to find the first generator. Throw 4 boulders at it to destroy it.



■ Return to the start point. The steam vent is gone, so you can go north now. D'oh! Another vent. Walk to the right and go south until you reach a series of steam pipes. Destroy the second generator at the end of the hall.

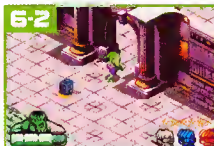


■ Walk north again... and go left until you reach an area where the molemen are mining. There's a doorway behind one of the rock walls at the top of the cave. Follow it to find the next generator. Afterward, head south and left of the mining camp to reach the next cavern.



■ Jump from platform to platform and go southeast to reach the fourth (and last) generator. Use boulders to destroy it. Walk back to the corridors near the beginning of the level. The exit to the next level is east. Follow the flashing arrow and avoid the android.

6-2



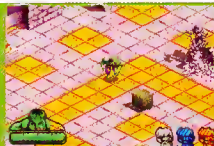
■ Head north and use Hulk's Barge attack to remove the turrets. Take out the molemen and the android if you need more room to work. Lift the blue power core and place it on the gold switch in front of the door to the north.



■ Go through the door, walk to your right, and head south past some turrets. Follow the red arrow. There are four androids in this room, but they only activate if you go near them. Call one away so you can gain access to the power core, but leave the other three dormant.



■ Carry the power core back north and past the swimming pool. Use it to unlock the force field.



■ The next area is a puzzle. There is a door guarded by a blue barrier to your left, and there are four switches on the ground. You need to find something to keep the switch in the lower left held down. Walk back to the beginning of the level and replace the power core on the left switch. Grab one of the boxes from the room to the left and put the power core back where it was.

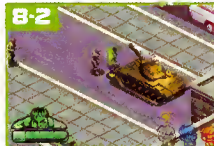
LEVEL 8: FLEE THE CITY

8-1



■ Don't bother with the police or the missile launchers at the end of the level. Run through the entire level in a backward "U" shaped path. Head south, then left, and then north. When you reach the missile launchers, head right and south to exit the level.

8-2



■ This level is just like the last. The route you need to follow resembles an upside-down "U." Don't fight. Just run.

8-3



■ Throw jeeps at the robot armor to defeat it. Don't worry; the vehicles will respawn after a few seconds.



■ Don't stand in the "puddles." They're actually pools of acid.



■ When you reach a dead end, don't be afraid to jump down.



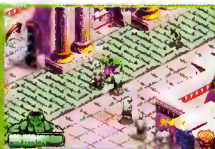
■ Continue until you reach a row of steam pipes. Jump onto the rock next to them and locate the transport pad that will take you to the next area.

LEVEL 6: INSIDE THE MOLEMEN'S PALACE

6-1



■ Don't stop for anything in the first half of this level. Forget the turrets, forget the towers, and definitely forget the molemen. Head south until you reach the bottom of the map. To the right, you'll find a doorway guarded by an android. Go inside and follow the green pathways through the level.



■ When you reach an area with blue force fields, you need to step on floor switches to de-activate them.



■ Toward the end of the level, you'll be trapped in a room with two androids and some molemen. Beat on them if you like, but go north when the green doors open. If you walk fast enough, you can clear the second set of doors. If not, you'll need to fight a few more molemen.



■ The rest of the level is a gauntlet of sorts. Follow the red arrows and the yellow brick roads to the exit. Along the way, you'll face dozens of molemen and androids.

LEVEL 7: DEFEAT THE GLADIATORS



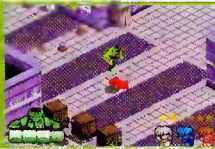
■ Use hit-and-run tactics to beat the two gladiator robots. Lead one of them away and pummel it until you lose half of your health. Run away and regenerate. Repeat the process until one robot is gone. Do the same for the second.

LEVEL 9: IT'S A TRAP!

9-1



■ Head south. Follow the arrows and don't stop to fight unless the coast is clear. Avoid the fire walls and de-activate the generator in the room to your left. This level is actually identical to the first, only you're going through it backward.



■ Continue to head south. You'll find another generator south and left, but it isn't important. Follow the arrows and eventually you'll be heading to the right. Jump over the remaining electrified floors and head north.



■ Break down the door to your right. Head south a bit, left a bit, and north for a while. Don't worry about the grated flooring—it isn't electrified. Avoid combat and smash the lockers for health items. Follow the arrows, which will lead you to a hole in the floor.

9-3



■ Head south and to the left, following the arrows. Continue past the grates. When you reach the room with the bronze robots, you'll find the gamma core in a room to the left.



■ This is the code to de-activate the gamma core: Middle Right, Top Right, Top Left, Middle Left, Lower Right, Lower Left.



■ Follow the arrows to Rick's cell. The path goes left, up, right, up, left, and right. Don't bother entering rooms that don't have arrows pointing to them. After you free Rick, walk to the left and past the proximity mines to exit the level.

**LEVEL 10:
RAMPAGE!****LEVEL 11:
HULK 2503
AD**

11-1



■ Head right and follow the arrow to the south. Dead ends aren't always dead ends. Smash pillars or collapsed doorways to proceed.

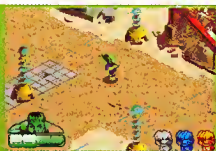




■ Defeat 20 humanoids and destroy the four security stations. This is a tough level. Try to isolate the humanoids and use hit-and-run tactics on the stations. Many of the soldiers will leave behind food items after you defeat them.



■ The ogres with clubs are Super-Humanoids.



■ Use the Barge attack to run past pylons when they're de-activated. You need to go left, down, left, up, and up again to bypass the pylon maze.



■ After the pylons, you'll face tripod robots. If you like, use rage attacks to pummel them. The exit is left and north of the fire wall area.



■ Your main goal in this level is to defeat 15 tripod robots. Fight them one at a time and don't be afraid to retreat. Tripods are weak to Hulk's Thunderclap attack (R Button). Beat up on the soldiers to earn rage powers.



■ Besides the tripods, this level also has proximity mines, air strikes, fire walls, and teleporting soldiers. Stay sharp. You must acquire the Thunderclap attack by the time you reach the end of the level, or you won't be able to destroy the last few tripods.

LEVEL 12: THE EXECUTIONER

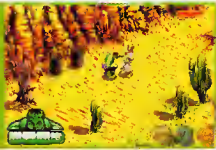


■ Take out the turrets first. They'll drop rage items.



■ The Executioner's bullets don't hurt Hulk all that much. Tag him with a single punch and circle around to dodge his counterattack. Keep this up and he'll drop eventually.

LEVEL 13: SMASH THE HUMANDIDS



■ Trash 20 humanoids. Use the same strategy from level 10. Good news: no security stations.

LEVEL 14: VS. SUPER- HUMANDID



■ Rage attacks earned in level 13 carry over here. Use the Thunderclap attack (R Button) to make this a quick battle. Destroy the scenery to earn rage and food items.

LEVEL 15: UNDERGROUND AGAIN

15.1



■ Use the first few rooms as an opportunity to unlock Hulk's Thunderclap attack. Don't sit still for long, because this place is teeming with molemen and robots.



■ (2a) To pass the energy barrier, you can step on the footpad and use two Barge attacks (L Button) to run past. (2b) Alternatively, drop one of the barrels on the switch. The next room is a trap. Defeat the molemen to earn health items and evade the robots. The barrier will drop after 80 seconds.



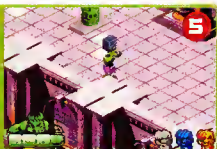
■ (3a) Grab a barrel from the next area and place it on a switch in the north. (3b) Backtrack and run through the doorway that had the blue beams. (3c) Carry the gamma box to the left to unlock the third door.

LEVEL 15





■ Welcome to a huge area full of molepod ships. (4a) There are two in the south, (4b) four to your left, and (4c) two up north. Use rage attacks to destroy them. They each have three stages of "dis-repair," so you'll need to hit and run frequently. Destroy all eight to finish the level.



■ Ignore the gamma box and the area to the northeast. It's a worthless trap.



■ Head north and through the doorway on the left. Bring back the gamma box and place it on the open switch. Grab the gamma box from the left switch and take it through the north door. Go right and south. Drop it onto the switch at the bottom left and bring through the OTHER gamma box. Use both of the gamma boxes to bypass the pool area.



■ The force field on the door in the courtyard drops every 30 seconds or so. Evade the molemen and run through the door when you can. Continue left until you reach the stairs.



■ After climbing the stairs, it's an all out run to the end of the level. Don't bother to fight. Just follow the arrows and jump over any molemen you come across.

LEVEL 16: OCTOSAPIEN



■ Watch out for Otto's laser blasts. Otherwise, try to lure it next to a pillar and wall away with Hulk's fists.

LEVEL 17: SEEK THE EXECUTIONER

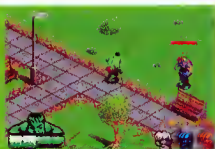


■ Be a pacifist. Walk north until you come to the flames. Head right and you'll find a wall of fire. Barge through it! Go to the end of the street to exit the level.



■ Pacifist—part two. The park is located in the southeast corner of the map. Follow these directions to exit the level: North, West, North, East, and South.

**LEVEL 18:
TRASH
EXXY**



■ Use the same strategy that you used in level 12. Hit the Executioner with a single punch each time he fires his plasma beams.

**LEVEL 19:
DESERT
STORM**



■ The military is out in force in the desert. Tanks and missile launchers are lined up, and there are air strikes every dozen steps or so. Follow the arrows. Use the Barge attack to rush past thickets of resistance.

**LEVEL 20:
GET OUTTA
HULK'S
CAVE**



■ Defeat 27 spec-ops and three robots to complete the level. Proceed slowly and you'll fare fine. Some of the spec-ops are carrying rifle weapons, which you can use to your advantage. Enemy soldiers are vulnerable to this kind of friendly fire.

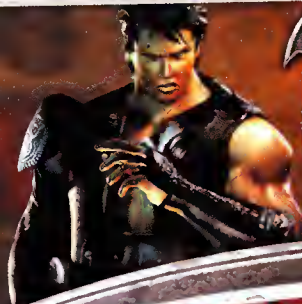
**LEVEL 21:
ABOMINATION**



■ Attack the Abomination with the crates and barrels strewn throughout the lab. Watch out for his energy attack. If you get in close and hurl punches at Abomination's side, there's a good chance he'll just stand there and take it.



A Deadly Tournament...



NEW! MULTI-LINK
CAPABILITIES ALLOW UP
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BATTLE IN TOURNAMENT
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Blood
Violence

GAME BOY ADVANCE

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MIDWAY



(1) The sequel features the same anime art that made the original a hit. (2) The smooth and colorful animations of the original are better than before.

ADVANCE WARS 2: BLACK HOLE RISING

War, what is it good for?

Nintendo's Advance Wars came out of nowhere last year to become a best seller and win the title of Best Handheld Game from the Academy of Interactive Arts and Sciences. Nintendo has been working on a sequel that should be ready for the shelf come June. Sturm, the leader of the Black Hole Army, has decided to invade Cosmo Land and it's up to players to unite warring factions to stop him. But let's face it, no one played Advance Wars for its masterful storytelling. The game was all about strategy, and the sequel promises even more of the same.

Advance Wars 2 will feature the same addictive strategic gameplay as the original, a four-player mode, and new units to command. Weapons like the Neotank can inflict tremendous damage, and dealing

with terrain and the fog of war is now more crucial than ever. Commanding Officers have new CO powers like Typhoon and Airborne Assault to rain havoc on their enemies, and the game features an improved custom map maker which lets players trade their creations over the Game Link.

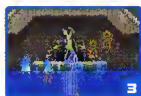
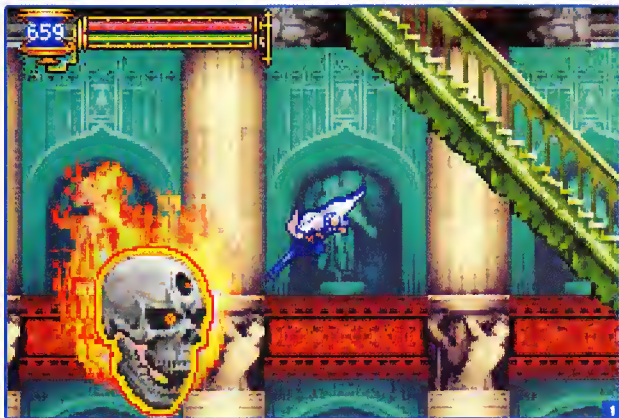
Though the graphics, sound, and core gameplay will likely remain much the same, Nintendo is remaining tight-lipped on most of the developments that Advance Wars 2 will feature. Check out our collection of screenshots and start drooling. **E**

AW2 will feature the same addictive strategic gameplay as the original



POCKET
DATA
PUBLISHER: NINTENDO
DEV: NINTENDO
GENRE: STRATEGY

PLAYERS: 4
ESRB RATING: E
RELEASE DATE: JUNE



(1) The series' flying skulls seem to have grown somewhat. (2) Aria of Sorrow helps players track down errant enemies and souls. (3) Early in the game Soma gains the ability to walk on water. (4) Part platformer, part RPG, all timeless gameplay.

CASTLEVANIA: ARIA OF SORROW

Konami's latest will bring a joyful song to the hearts of gamers

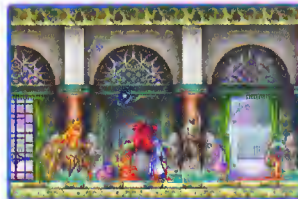
Konami's Circle of the Moon title for the GBA set a new standard for platform games—portable or otherwise—when it was released back in 2001. It featured stellar graphics, compelling gameplay, and more undead than Buffy fought in seven seasons. Harmony of Dissonance quickly followed, and both titles rocketed to the top of the charts. Unfortunately, both were hampered by the GBA's poor lighting. But only two years later the GBA SP is burning brighter than a Balrog, and Konami is poised and ready to strike.

Unlike the past titles, Aria of Sorrow is set in 2035 and has little to do with the legendary Belmont vampire-hunting family. The game's main character, Soma Cruz, is eagerly watching a solar eclipse when he passes out and awakens inside a giant castle. Not wanting to donate blood to its inhabitants, Cruz takes up arms and fights for his life.

Castlevania's traditional weapons return in Aria of Sorrow, but Konami has added a twist that seems to be borrowed from Capcom's Megaman series. Soma can capture and use the souls of his defeated enemies, enabling him to gain over one hundred different abilities and skills.

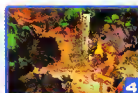
Though the game is a one-player game at heart, players can use the Game Link cable to trade captured souls.

Aria of Sorrow is being developed by Koji Igarashi and the team that created Symphony of the Night for the Sony PlayStation. Early movies of the game reveal both spectacular graphics and a detailed system to track information on enemies and captured souls. As usual, the animations are smooth and detailed, and bosses fill the entire screen. Unless Igarashi's entire team stumbles into an open grave, Konami clearly has another hit on their hands. Better upgrade your GBA while you have the chance. **B**



PUBLISHER: KONAMI
DEV: KONAMI
GENRE: RPG/PLATFORM

PLAYERS: 2
ESRB RATING: TEEN
RELEASE DATE: MAY



(1) The original definition of "Ape Escape." (2) Donkey Kong Country features several minigames for intrepid explorers. (3) Diddy Kong gets high with a little help from his friends. (4) Levels that have been beaten can be replayed to search for hidden areas.

DONKEY KONG COUNTRY

More fun than a barrel full of monkeys

A classic platformer that hit the Super NES back in the 1990's, Donkey Kong Country was a direct challenge from Nintendo to compete with the then state of the art PlayStation. Featuring Silicon Graphics rendered graphics, Donkey Kong Country breathed new life into the dying 16-bit era.

In an effort to tighten its ongoing stranglehold on the handheld market, Nintendo is bringing Donkey and Diddy to the Game Boy Advance. The game is going to be a nearly pixel-perfect port of the original, with a few secrets thrown in for the latest gaming generation. The Super NES version supported two players, and it's likely that two players can share a game via the GBA Link.

As champion simians Donkey and his younger son Diddy, players explore a vast CGI world as they search for Donkey's stolen banana hoard. Donkey is a slow,

lumbering ape, while Diddy is a dexterous monkey. The two can tag in and out of the game as the player sees fit. To aid them in their quest are four friends of Donkey's: Rambi the Rhinoceros, Winky the Frog, Enguard the Swordfish and Expresso the Ostrich. A hop on the back of one of their friends lets them ram, jump, swim and glide to places that were previously unattainable.

Also present in the game are scores of barrels that players can jump in and be shot around the level like cannons. If that's still not enough, hundreds of the barrels contain TNT, allowing the apes to blow their way past enemies and into hidden areas. In traditional Nintendo fashion, there are even secret rooms hidden inside other secret rooms.

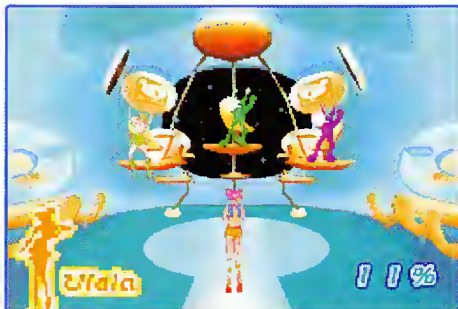
Given the success of the original, we also expect the game's sequels to hit the GBA in the months that follow. Look for it on store shelves come June. **B**



POCKET
DATA

PUBLISHER: NINTENDO
DEV: NINTENDO/RARE
GENRE: PLATFORM

PLAYERS: 2
ESRB RATING: E
RELEASE DATE: JUNE



SPACE CHANNEL 5: ULALA'S COSMIC ATTACK

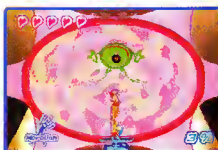
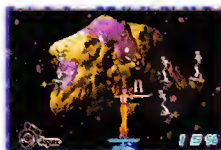
One of the titles that helped put Sega's Dreamcast on the map is headed to the GBA courtesy of THQ. Space Channel 5: Ulala's Cosmic Attack features a galactic newswoman with better dance steps than Britney Spears. The Morolians system is invaded and Ulala goes to cover the story for her network. But instead of interviewing the evil space invaders, Ulala starts dancing. The Morolians become hypnotized by her fabulous moves and decide it's more fun to party than to attack.

The music is a cross between funk, rhythm and blues and hip-hop and is surprisingly infectious. Ulala is extremely well animated, and, interestingly, the better she dances the larger her entourage grows and the

smaller her spacesuit becomes. There are spoofs on famous dancers in the game, including a silver spandex-wearing Michael Jackson.

The game features 18 levels set in a futuristic-retro environment that take Ulala from the inner workings of a space station to an asteroid belt. The difficulty increases as Ulala progresses by throwing complex dance patterns, faster beats, and off-speed tempos to throw the player. On the hardest levels, Ulala becomes brainwashed so that her movements and the player's inputs are reversed.

The new version will feature a two-player mode for an American Idol-style dance off. We can't wait to get our groove on. **B**



There's nothing like hip-hop in zero gravity.

The graphics are kaleidoscopic and eerily hypnotic.

POCKET DATA
PUBLISHER: THQ
DEVELOPER: SEGA
GENRE: DANCE

PLAYERS: 1
ESRB RATING: E
RELEASE DATE: JUNE



SPLINTER CELL

Mobility is the better part of valor

Considered by many to be the heir apparent to Metal Gear Solid, Splinter Cell lets players control Sam Fisher, a covert operative who's part of an organization called Third Echelon. As a Splinter Cell, Sam has the ability to spy, steal, destroy and assassinate to ensure American freedoms.

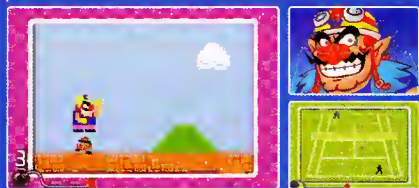
Though the game won't have anywhere near the graphical capabilities of the GBA, it will still feature stealth-oriented play that allows him to manipulate, scale, and attach himself to his environments. Ubi Soft is even giving players who connect their GBA to their GameCube an additional incentive: the sticky bomb. Players who defeat the entire GBA version of Splinter Cell will also unlock five new levels for the GameCube. **B**

POCKET DATA

PUBLISHER: UBI SOFT
DEV: UBI SOFT MONTREAL
GENRE: ACTION/STEALTH

PLAYERS: 2
ESRB RATING: TEEN
RELEASE DATE: MAY

WARIO WARE, INC.: MEGA MICROGAMES



A highly unique title, Wario Ware tells the story of Mario's evil counterpart and his quest to make money by overthrowing the gaming industry. If that sounds odd, keep reading.

Wario Ware is a collection of over 200 mini-games that have been culled from Nintendo's long history. Players engage one of the minigames for around two seconds before a bomb on the bottom of the screen explodes and they're faced with a new minigame. The goal of the game is to win as many consecutive minigames as possible, then beat a "boss" minigame. Games include classics such as Super Mario Bros, Duck Hunt, Zelda, variations on classic challenges like Breakout, and there's even a minigame based on Nintendo's ill-fated Virtual Boy.

POCKET DATA

PUBLISHER: NINTENDO
DEV: NINTENDO
GENRE: ACTION

PLAYERS: 1
ESRB RATING: E
RELEASE DATE: MAY



FINDING NEMO

Toy Story at 20,000 leagues

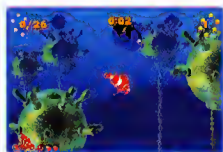
There's nothing like a killer license to make a publishing house a pile of money, and Pixar's summer smash *Finding Nemo* couldn't be a better title for THQ to transfer to the GameBoy Advance. As Marlin, Dory, or Nemo himself, players sail the seven seas trying to reunite Marlin with his wayward son. Each fish will have his own abilities to add the group in their quest. The plot will follow the film, and players will have to dodge predatory fish, navigate jellyfish mazes, and explore the sea in both two and three dimensions.

Although the film on which the game is based is standard Disney kiddie fare, THQ has

proudly declared that their title is suitable for players of all ages and will feature puzzles based on exploration and cooperation.

Early screenshots reveal this game to be visually stunning. When coupled with the GBA SP's backlight, the graphics alone will hook new players. Disney is no slouch when it comes to its musical numbers so (although this has not been confirmed) the title will likely feature music from the soundtrack.

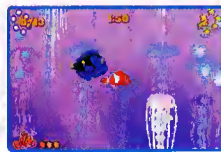
Composed of 15 worlds, several minigames and hidden bonus levels, *Finding Nemo* will keep gamers playing swimmingly. **B**



Finding Nemo is arguably the most gorgeous handheld game ever made.



Touching a Man of War can be paralyzing.



POWER RANGERS: NINJA STORM

Saving the world for 10 years

Ever since Saban released the *Mighty Morphin' Power Rangers* on an unsuspecting audience way back in 1993 and turned millions of children across North America into wanna-be ninjas, developers have been trying to capitalize on the five rangers and their runaway fanbase. Natsume, known for successfully taking Japanese franchises and turning them into lucrative enterprises on this side of the Pacific has been given the colossal task of rejuvenating a waning fanbase.

Much like the series, *Ninja Storm* features an evil warlord intent on overthrowing the world and it's up to the Rangers to stop him. Each Ranger has his or her own moves, as well

as gadgets, special abilities, and weapons. No episode of the *Power Rangers* would be complete without the quintet combining their Zords to form Megazord and duking it out with a giant monster while innocent bystanders cower and flee.

The game will feature standard side-scrolling action, scores of enemies, and towering bosses that fill up much of the screen. As with any side-scrolling beat 'em up, Natsume has to be wary of boring the player with repetitive enemies and attacks. But the developers are counting on the wealth of techniques in the *Power Rangers'* arsenals to keep their players contentedly dishing out new forms of corporal punishment. **B**



"No, really, look behind you."



"My giant robot can beat up your giant robot."



POCKET
DATA

PUB. VICARIOUS VIS.
DEVELOPER: THQ
GENRE: ADVENTURE

PLAYERS: 1
ESRB RATING: E
RELEASE: MAY

POCKET
DATA

PUBLISHER: THQ
DEVELOPER: NATSUME
GENRE: ACTION

PLAYERS: 1
ESRB RATING: E
RELEASE: FALL



JET GRIND RADIO

Sega's Spray 'n' Skate glides onto the GBA

One of the titles that helped videogames head into previously unexplored territory has returned on the GBA. Jet Grind Radio, a remake of the Dreamcast title, features in-line skating action as errant youths of Tokyo dodge cops while spray painting their team logos all over the city. The single-player game features a detailed story mode with missions and cutscenes, as well as one called Avoid The Law where the boys in blue come out with cars, teargases and even tanks.

To better immerse players in Sega's 3D cartoon, players can create their own graffiti tag as well as their own characters. The game's gnarly ch-shaded visuals return having lost very

little of their former 128-bit glory, and THQ has promised that the skaters will control just as well as that rival boarder guy from Activision. Furthermore, Jet Grind Radio features power-ups to boost the abilities of its Overdrive Magnetic-Motor Skates to allow for bigger air, crazy grinding, car skitching and spectacular tricks. THQ is even including the original tutorial mode in the handheld version.

For gamers who like to vandalize with friends, THQ has included four-player support via the Game Link cable. Modes include Out Tag, Turf Wars, Jet, Throw Down, and Tricky. Check out the screens we've collected, then head out to pre-order four copies. **B**



It's nice to see a familiar face.

Simple yet addictive gameplay is a hallmark of the series.

POCKET
DATA

PUBLISHER: THQ
DEV: SEGA/VICARIOUS VIS.
GENRE: ACTION

PLAYERS: 4
ESRB RATING: TEEN
RELEASE: JUNE

A SOUND OF THUNDER



Survival horror has taken flight on the GBA. Bam! Entertainment is releasing a title in September that's based on an upcoming flick from Franchise Pictures. Inspired by a classic short story, A Sound of Thunder tells what happens when the space-time continuum is accidentally altered. Players have to save the future by repairing the past. Dinosaurs run amuck and attack vehicles, ammunition is limited, and a unique "time wave" feature spreads like ripples in a pond as players interact with the world—sometimes for good, other times for ill, but always with a crucial change to the environment. It's entirely possible that Bam! Entertainment has stumbled on a new subdivision of the action genre—but only time will tell.

POCKET
DATA

PUBLISHER: BAM! ENT.
DEV: MOBIUS ENT.
GENRE: SURVIVAL HOROR

PLAYERS: 4
ESRB RATING: PENDING
RELEASE DATE: SEPTEMBER



DRAGON BALL Z: THE LEGACY OF GOKU II

Last year Infogrames released Dragon Ball Z: The Legacy of Goku where it was gobbled up instantly by the show's aficionados and RPG lovers. The company has since been working on a sequel that will let gamers play as Trunks, Vegeta, Piccolo, Gohan or Goku and embark on a massive quest that spans almost a third of the Dragon Ball Z mythology. With over 100 areas to explore, a quest that will take players over 20 hours to complete and appearances by virtually all the story's characters, The Legacy of Goku II is a tribute to fans of the series. The battle engine has been streamlined, and small problems that plagued the original have been resolved. The fireballs will fly come June. **B**

POCKET
DATA

PUBLISHER: INFOGRAMES
DEV: WEBFOOT TECH.
GENRE: ADVENTURE

PLAYERS: 1
ESRB RATING: E
RELEASE DATE: JUNE



POKÉMON SAPPHERE/RUBY

What's next, Pokémon Wood and Brick? They've got to run out of ideas sometime, right?

Pokémon leaps into the next generation of handheld gaming with fine style. Here's what you need to know: The graphics have been given a GBA overhaul, there's 100 new Pokémon to catch, a weather system has been added, e-reader cards will be released to unlock new features and you can battle multiple Pokémon at once via link cable. Of course there's more to it than that, but that should be enough to convince you that Ruby and Sapphire are more than just reshapes of the same old formula.

That being said however, they haven't strayed too far off course with this instalment. While the graphics are more colorful than ever before, the limited animation feels like a cop out. With the exception of battling multiple Pokémon at

once, which feels like a useless gimmick anyway, the battle engine remains the same. As expected, six Pokémon are missing out of each version so you need to trade with your friends (not to mention buy link cables and e-readers) to unlock absolutely everything...again. But the strange thing is, even given these concerns, the game remains as fun and completely addictive as it did back when Red and Blue came out.

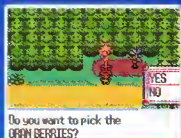
The new weather system and extended map, like the radio and real-time clock of Gold and Silver, are features that make the Pokémon world so much more real. Unless you're over the whole Pokémon thing, in which case no amount of new features can change your mind, this deserves to be in your GBA right now. **B**

—Camron Davis



(1) Hoenn is huge. Exploring it will take weeks, if not months. Are you up to the challenge? (2) Professor Birch is an all-new character, but his role is exactly the same as all the other professors. (3) Objects can be found just lying around, waiting for you to use. Haven't you heard of the lost and found department?

STOP AND SMELL THE BERRIES



Another addition to Ruby/Sapphire are berries. These can make your Pokémon perform better, faster and even prettier than normal. Berries can be mixed together to make potions for your Pokémon in a rhythm-based event that you can play alone or with your friends.

Why would you want to take a break from constant Pokémon collecting to do this? Well, one of the cool uses for the berry mixtures is that they make your Pokémon perform better at Pokémon shows. Just like in our dog, cat and llama shows, entrants in Pokémon shows are judged for their toughness, smarts, coolness and beauty. Aww.

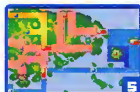


POCKET DATA
PUBLISHER: Nintendo
DEV: Game Freak
GENRE: RPG
PLAYERS: 1 (2+ Linked)
CABLE BATTLE: Out now
ESRB: E10+ (Mild)



POCKET SCORE
GRAPHICS

Basically the Game Boy Color Pokémon with a new coat of paint.



GAMEPLAY

The land of Hoenn is huge, and will take months to fully explore.



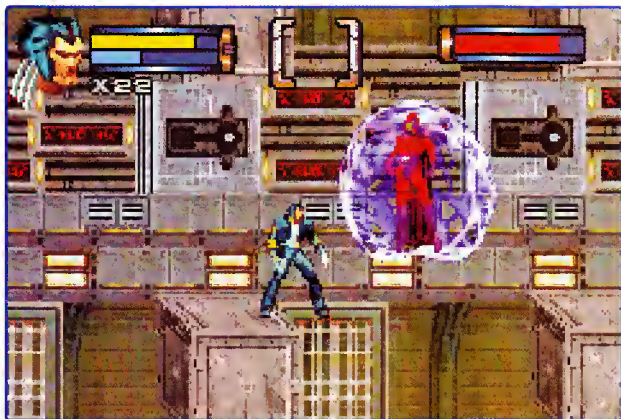
SOUND

A step up from the previous Pokémon titles, but still nothing you will remember after playing.

OVERALL

If you're reading this, then you like Pokémon. If you like Pokémon, why haven't you already bought the game?

9.0
OUT OF TEN



(1) Most levels are preceded by nifty still screens of comic-styled artwork. (2) X2's eight levels span the globe to bring you the platform action you demand. (3) The flame-throwing Pyro provides one of X2's most challenging boss battles.

X2: WOLVERINE'S REVENGE

Mr. "Snikt!" takes center stage in an action/platformer (kind of) based on the blockbuster movie

The stylishly coiffed X-Man known as Wolverine presents almost as much of a game-design challenge as that guy from Krypton, what with his rapid healing and indestructible claws.

In this solid platformer—which features big-shot "X2" movie star Hugh Jackman on the front of the box, but is actually based on the X-Men comic-book mythos—Vicarious Visions has handled Wolverine's considerable powers about as well as anyone can, applying the sensible limitation of having to retract his claws to activate his healing power.

This gameplay element turns certain segments of X2, particularly the bracing boss battles, into strategic clashes where the player is constantly toggling between claw-offense and heal-defense. The player also has to collect an additional power-up (claw-climb, double-jump, et cetera) in each of the game's eight levels, but most of these are very easily found, as later levels can't be completed without them.

The platform action itself is standard stuff, with easily navigated layouts and an

obvious emphasis on cartoonish melee combat over tricky jumps and puzzle-solving. A handful of stages attempt to incorporate stealth into the action, a good idea that unfortunately becomes the game's only major failing.

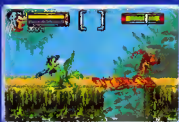
Other minor gripes we have are if you're far enough from an enemy, he won't detect you despite looking directly at you (!), the only punishment for failure is hacking through a few more goons; and why can Wolverine kill an enemy with a single sneaky Captain Kirk judo chop, but not with four or five claw-swipes to the abdomen?

Other than these minor setbacks, the title will serve well those looking for a bit of X-Men action this summer. **B**

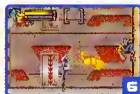
—Zach Meston

The emphasis is on melee combat instead of jumps...

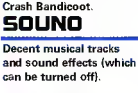
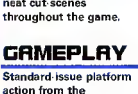
THE CHASE IS ON!



Wolverine's nemesis in the movies, the comics, and the game is Sabretooth, a.k.a. Tyler Mane. Sabretooth provides X2's most exciting and challenging moments via the "chase" stages, where the player has to tail Tyler without getting too close or falling too far behind.



(4) This is about as complicated a "puzzle" as you'll encounter in X2. (5) P Many of Wolverine's talents are acquired via hidden power-ups in each level. (6) You won't find Wolverine's killer claw-climb in the big console versions of X2. (7) X2 contains eight short and sweet bonus levels in the infamous Danger Room.



OVERALL
A competent, challenging platformer that fans of the character will get the most out of, thanks to Wolverine's coolness.

7.0
OUT OF TEN



LUFIA: LEGENDS OF LORE

Another legendary GBA RPG

Members of the hardcore Lufia elite will have already run out and bought this game. The other 6 billion people on the planet will need convincing when offered this, *Zelda* and *Golden Sun 2*. Lufia is not better or worse than the other big RPGs out on the market right now: it's just different.

The storyline is archetypal of the "innocent loner gets involved in a doomsday plot and his friends are the only ones who can save the day" stereotype, but at least the characters here are charming enough to make the trip worthwhile. With eight characters available in your party and a job system to make each team member as unique as you like, there's plenty of opportunity to experiment and have fun battling the distinctive monsters. The fact that these monsters are collectible and tradable via Link Cable is a bonus.

Graphically Lufia is a mixed bag. The top-down viewpoint means that you can see everything that is going on around you easily, but the backgrounds are eerily repetitive and character animation sticks close to standards set by the SNES Lufia games 10 years ago. On the plus side the battles look stylish with good use of 3D and a clever icon-based combat system that anyone can understand. **B**

—Camron Davis



Icons represent the usual menagerie of battle options: fight, item, magic and inventory.



So, what are you doing after this adventure?

POCKET DATA

PUBLISHER: Enix
DEVELOPER: Taito
GENRE: RPG
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

POCKET SCORE

GRAPHICS

Good use of hardware effects to liven up the otherwise dull-looking action.

GAMEPLAY

The quest is long and hard, but enjoyable along the way. You'll play this for months.

SOUND

Do yourself a favor and turn the music off while playing.

OVERALL

You don't need to be a die-hard Lufia fan to enjoy this solidly built, character-driven adventure (although it helps).

8.0

OUT OF TEN



F1 2002

Game Boy racers apply here

It's unfortunate that we have to wait a year for the *F1 2003* game to come out, as the 2002 season was the most boring in all of formula one history. The cars are more like self-driving robots than dangerous vehicles and unless your name started with Michael and ended with Schumacher you had no hope of winning. The home console versions of *F1 2002* simulated this a bit too well, leading to an equally dry and uninvolved racer.

Graphically *F1 2002* does everything possible to emulate the bigger console versions. The cars are big and full of detail, the tracks move well in full 3D and there's even gratuitous use of lens flare. The GBA's fledgling sound chip even makes a valiant effort to portray the grunt of the real cars.

Most importantly though the gameplay has been simplified and turned into an all-out racer with *F1*-style cars zipping around the track without the technical nonsense that bogged down its cousins. It's not enough to save the game from being a mediocre gaming experience though: the AI on the computer-controlled cars is pretty non-existent and the races are just exercises in decelerating and turning. Crashing into a wall at top speed just makes you spin around, which doesn't help. Shame, but at least there's hope for next year's *F1*... **B**

—Camron Davis



Weather effects spice up the gameplay but make your car's handling sloppy.

POCKET DATA

PUBLISHER: Electronic Arts
DEVELOPER: Electronic Arts
GENRE: racing
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

POCKET SCORE

GRAPHICS

The cars are huge but the animation could be better. Changing weather conditions is nice.

GAMEPLAY

No amount of extras will save you from the simple tracks and brain-dead CPU opponents.

SOUND

Great engine noise. Not really much more to mention in the sound department, though.

OVERALL

There isn't much here to lift *F1 2002* above other GBA racers. Die-hard formula one fans should wait until *F1 2003*.

6.0

OUT OF TEN



Crashing into other cars doesn't make you explode, but should be avoided anyway.



CRAZY TAXI: CATCH A RIDE

Axel, Gena, Gus and BD Joe—not the new Guns n' Roses. But they do star in this remarkable title, an honest-to-God working handheld conversion of America's favorite arcade racer. Impossible, you say? Good thing THQ disagrees.

So much so, in fact, that the title instantly impresses. Despite limited draw distances, come-crushing sprite sizes and the consistent inability to see what's up ahead, this is, for all intents, the closest anyone could come to making the madcap moneymaker portable. Even challenge mode has been preserved by way of the Crazy Box scenarios.

The premise: Speed around town picking up passengers and ferrying them to set destinations as quickly as possible. The faster you move, the more cash garnered. It's simple, but works. Zipping around two reasonably realized miniature cities, you'll have a decent time bulldozing pedestrians aside and going for the gusto.

Handling isn't exceptional, nor is replay value, but it'll pass muster. Anyone who loved the original coin-op and Dreamcast titles should find themselves pleased with the port. Although the premise doesn't—nor couldn't possibly—work perfectly due to the medium's limitations, it nonetheless racks up a respectable amount of miles to the gallon. **B**

—Scott Steinberg



But officer, I was minding my own business when this taxi came out of nowhere and...



It doesn't take long to select your vehicle type and hit the road.



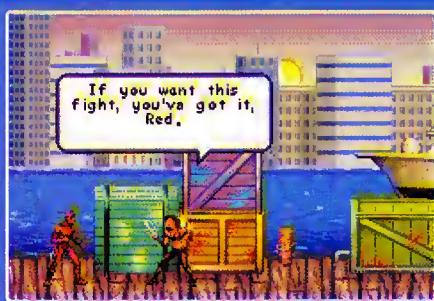
GRAPHICS
Colorful backdrops outdo car models and draw distances. Visual clutter often hampers performance.

GAMEPLAY
Surprisingly good, given graphical limitations. But count on frustration until you learn the ropes.

SOUND
Lively and up to snuff, if a bit garbled at times for our taste.

OVERALL
A semi-successful port of a simple and addictive game. Worth a look, if only to see it could be done.

6.5
OUT OF TEN



DAREDEVIL

Justice comes to Hell's Kitchen

Daredevil features the comic book namesake defending his honor, and the innocent, in a new story. You play the visually-challenged hero uncovering a complex plot cooked up by the diabolical crime-lord Kingpin. The game begins innocently enough; you have a price on your head, and every bad guy and gal in town wants to collect. Even your self-brandishing girlfriend, Elektra, seems to be involved. Soon the story soon takes a twist, and things are definitely not what they seem. This element of the unexpected is perhaps the best feature of Daredevil: the common elements found in most side-scroller action games begin to fall away, to reveal something rarely found, strategy. Knowing when to use a power-up or how to fight an opponent is as important as having quick fingers.

The levels are common side-scrolling fare, but with plenty of variation. The thugs you fight each have different capabilities (you'll really hate the ninjas with the chain), and each of the bosses requires a different approach to defeat them.

This is a fresh approach to a movie-licensed game, and one which should be the blueprint for many others of its kind. **B**

—Brian Sheffeland



You can see why Ben Affleck played Matt Murdock in the movie.



GRAPHICS
GBA once again flexes its processors with rich color, and a liberal use of animation and depth.

GAMEPLAY
Smooth, lots of freedom, and a generous reward for smart play with abundant power-ups.

SOUND
Sound is average, but used well to create atmosphere.

OVERALL
With abundant action tied into a good story, Daredevil has a larger appeal than most movie-licensed games.

8.0
OUT OF TEN



Radar-vision at work; these power-ups will come in handy.



GOLDEN SUN: THE LOST AGE

This isn't a handheld title, it's a PSOne game. At least, that's the impression staggering visuals, superb game design and awesome scaling effects give. Pick it up, and you'd never realize the product was for GBA.

How do we love this basic, but feature-rich role-player? Let us count the ways. Collectible artifacts with excessive offensive capabilities. Stunningly beautiful Psynergy powers that delight during both battle and exploratory sequences. Binnai which can be summoned during combat or used to change one's attributes. Extra-expressive characters who shake their head and convey emotion via thought icons. Mostly, we worship the game for being so simple in its complexity.

Regardless, it's a tricky one. For starters, you're dropped straight into a confusing plotline begun by the original. Then there's the little matter of practically every screen presenting a path-obstructing puzzle. A general dearth of complementary clues doesn't help matters any either.

Warts and all, though, *The Lost Age* is a polished contender. You won't find a more ready graphical or gameplay showcase for the powers of Nintendo's little handheld that could. **A**

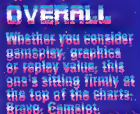
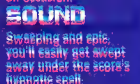
—Scott Steinberg



When all else fails, there's nothing like bustin' out a flaming dragon on you enemies.



Players have the ability to meet and join parties of other characters.



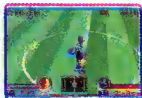
DISNEY ALL STAR SPORTS: SOCCER

Konami makes the best soccer games in the world. Disney have some of the coolest characters in the world. A marriage made in heaven is the only result possible, but only if we forget every thought about this game being in any way a realistic depiction of the world's most popular sport. *Disney All Star Sports: Soccer* is all about speed and fun, which is not a bad thing.

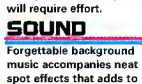
A good selection of teams are available to play as, though their stats seem to clash with the personalities: Goofy's team has the best technique, which seems weird given his inherent clumsiness. The characters move around the screen in superb fashion and sport great animation. Most importantly, the control system is responsive and lets you perform the most outlandish of moves with the greatest of ease. The special attacks require more than button mashing to get the ball behind the net, which makes for interesting gameplay. CPU teams are pretty hard for what looks like a kids game, so don't expect to win by mashing buttons.

Find another player to link up with and you have one of the most instantly rewarding soccer games of all time. Graphically, this is an absolute treat as it combines Disney flair with 3D cameras and typical Konami polish. **A**

—Cameron Davis



Mickey's team is the all-round performance team —perfect for beginners.



After each goal, you're given a replay that you can watch again and again to annoy your opponents.



HARDCORE PINBALL

Be a pinball wizard without flares

There's quite a few pinball simulators on the Game Boy Advance, since the machine is a perfect fit for it. The ultimate factor in deciding which one is worth your hard-earned quarters is how fun the tables are so it is good to see the ones in Hardcore Pinball are top quality.

As the name suggests, the four tables on offer are designed with hardcore players in mind. Just hitting the ball randomly will yield few results—it's only after you know the tables back to front that you can really rack up the points. Each table is full of secret areas, bonuses and neat little tricks designed to boost your score through the roof and keep the challenge high. The theme of the table extends beyond the background graphics, which is pretty cool—for example, knock the television on the retro board too much and the screen will go black and white for a while.

Of course good table design means nothing if the ball physics are sup-par, and Hardcore Pinball doesn't disappoint. The ball reacts to the table and flippers exactly how you would expect, meaning that you have nobody but yourself to blame when you make a mistake. **B**

—Camron Davis



Soccer, pinball and Game Boy Advance—what a winning combination.



GRAPHICS

Each table is full of colour and, most importantly, pretty blinking lights. The ball stands out well.

GAMEPLAY

It's pinball, so you already know if you like it.

SOUND

Authentic bells and whistles keep the sound effects real.

OVERALL

Pinball doesn't get much better on the GBA. All that's missing is the ability to shake the handheld around to cheat.

9.0
OUT OF TEN



Unlike real pinball machines, the tables in Hardcore Pinball aren't covered in human filth.



HAMTARO HAM-HAM HEARTBREAK

Ham-Ham Heartbreak is a role-playing game oozing with teaty, sugary cuteness. The story focuses on the exploits of an evil hamster named Spet, who has turned all of the ham-ham pels against one another by instigating squabbles between them. Hamtaro and Bijou are the only "hamigos" (best pals) not effected by Spet's antics, so they're enlisted to rkindle the friendship between the 30-some pairs of disenchanting hom-hama.

In most RPGs, you use magic spells to defeat enemies and earn treasure. Here, ham-chats allow you to communicate and perform various actions. For example, by saying "hamha" (hello) to a strange hamster, you can learn how to "offdoff" (take) a better and how to "putput" (place) it into a toy speedboat—which you're then able to drive. Other ham-chats provide similar opportunities. You can ride a roller coaster, participate in a volleyball game, and even enter a dance contest.

There are seven "mega-q" (large) areas to explore—including a theme park, tropical island, and haunted house. Aside from the main quest, you can also amuse yourself by changing costumes in the photo-booth, creating and trading songs in the Ham-Jem room, or by playing games at the theme park. **B**

—Frank Provo



Hop into the speedboat to rescue Bijou.



GRAPHICS

There are plenty of animated sequences involving your favorite Hamtaro characters.

GAMEPLAY

Players use ham-chat to solve riddles, run errands, and interact with the ham hams.

SOUND

You'll recognize the music from the cartoon, but the sound effects are "ouchie!" (painful).

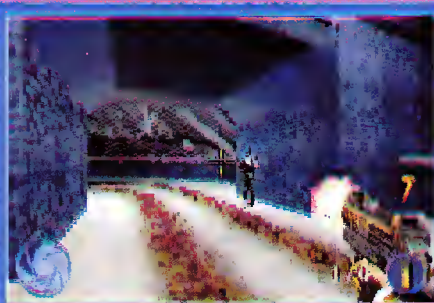
OVERALL

The sheer amount of variety makes up for the game's simple design, and the story is positively adorable.

8.0
OUT OF TEN



Hamtaro and Bijou use ham-chat to participate in a dance contest.



007: NIGHTFIRE

The spy who shafted me

The name's Bland, James Bland. Or rather it is in NightFire, a haphazard attempt to translate EA's poorly received FPS onto a handheld medium. Never mind the rich heritage and fascinating mystique behind the franchise says developer JV Games... you'll get a mediocre guns 'n' glamour escapade and like it!

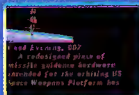
First the good. She's full 3D. As in, a living, breathing world filled with objects, structures and varying elevations awaits. But lugging a round the environment, and mostly importantly shooting things within it, isn't so easy: clunky movement makes tagging foes with your pistol, machine gun and rocket launcher a real pain. And while using gadgets like the cell phone grapple, watch laser and keychain stunner is cool, the flat, Boon-era texture environments just don't do the experience justice.

Other inconsistencies trouble as well. Enemies don't notice when you down their buddy who's two steps away. Missions must be restarted from scratch each time you die. Cutscenes are delivered as boring still photos with text, so the story has no impact. Let's cut to the chase... it'll leave you shaken, not stirred. **E**

—Scott Steinberg



It's sad when a graphical engine's more impressive than the game it powers.



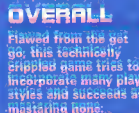
Give the developers some credit... it does feel like a Bond adventure.



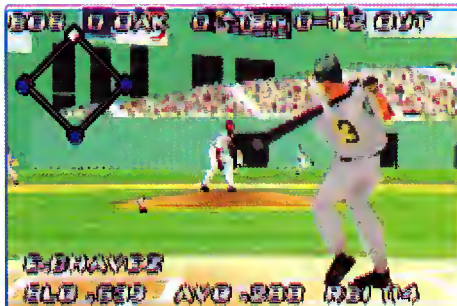
Decent, if unimpressive... the use of 3D is nice, it's not fully realized.



Surprisingly good. In truth, since they digitized the Bond theme song and all.



5.5
OUT OF TEN



HIGH HEAT

A handheld baseball grand slam

High Heat is a mightily impressive baseball simulation. The PC and next-gen console versions have always been known as the most hardcore of sims, and a lot of that approach carries over to this release. What's new, and very surprising, is that HH 2004 looks a lot better than its competition while retaining deep gameplay.

The heart of the game is, of course, the pitching/batting interface. Graphically, this is an impressive setup, with a great amount of detail in the uniforms and stadium. The control is similarly thorough, with pitch options that mirror players' real-world abilities, all of which can be precisely placed. Batting is based on solid timing and observation, but there's a practice mode with no time limit where you can work on certain pitches or the whole catalogue. The on-screen stat displays aren't very attractive, but they get the job done. Fielding is standard and very workable, though without practice using the automatic controls is recommended.

Meanwhile, there's a truckload of nice touches, like a linked head-to-head mode, plenty of tweakable options, and well-crafted umpire sound effects. The range and depth of High Heat's gameplay makes it a hands-down pick. **A**

—Russ Fischer



Fielding screens are somewhat bland, but they sport a wide view.



Impressive, Pitching/batting interface is very detailed, complementing accurate, detailed stadiums.

An accurate sim with a wealth of options and realistic touches.

A mixed bag, with routine crowd sounds and music but great effects.

A head-turning effort from a series not known for its looks, with brains to match. The most comprehensive GBA ballgame available.

8.5
OUT OF TEN



It's going to be a close play at first...



METAL OF HONOR UNDERGROUND

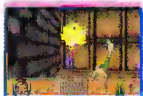
While the console versions of Metal of Honor have received both public and critical acclaim, the same cannot be said for the GBA version. Players control Manon Batiste, a woman in the French resistance and try to purge their country of Nazis via various weapons, stealth, and reconnaissance. There are some interesting twists to the genre, like infiltrating enemy positions while disguised as a civilian. Two players can link up and blast each other on one of five different maps.

The problem with Metal of Honor—and we at *Pocket Games* always choose gameplay over graphics—is that the visuals are atrocious. Enemy characters look like pixelated reflections from a funhouse mirror. The game's framerate is slower than absolute zero, and crossing levels takes far longer than it should. Whereas Doom and Nightfire proved just how powerful the GBA actually is, even a quick glance at Metal of Honor gives the impression that the system simply isn't powerful enough to handle a first-person shooter. Furthermore, the title features an autotargeting system so basic the blind could use it, all but destroying the point of videogame marksmanship. It's a horrible addition to an otherwise exceptional franchise. **F**

—Doug Trueman



"But I'll never see the whites of their eyes."



Yes, that blue smear is an enemy.



GRAPHICS

An ugly, ugly game. Enough said.

GAMEPLAY

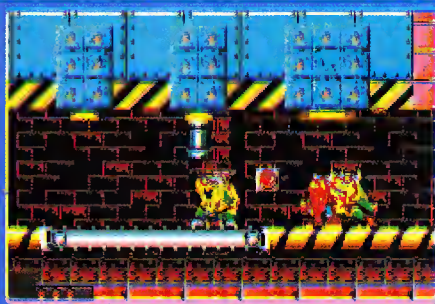
Metal of Honor would be enjoyable if it weren't for the graphics.

SOUND

The quality of the music is high, but guards shouting "Achtung!" could have been clearer.

OVERALL

With Doom II and Nightfire on the market, there's no reason whatsoever to go near this title.



LOST VIKINGS

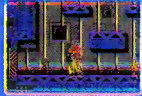
100% SNES port

Lost Vikings is the story of three Vikings that are abducted by aliens and dropped into an obstacle course filled with room after room of various switches, traps, and enemies. Each Viking has his own specific abilities: Erik is a speedy runner that can jump long distances; Olaf carries a shield that he can use to float down steep drops or protect the group from attack; and Balog has a sword and a bow that he can use to attack enemies or to activate distant switches.

Most of the puzzles in each area require teamwork between at least two of the Vikings. Your goal is to figure out how to put their abilities together in order to reach the next room. For example, you can use Olaf's shield to block enemy attacks while Erik and Balog activate switches; or you can hoist the shield above Olaf's head to create a step that Erik can use to jump to higher platforms.

As challenging as the game is, there isn't much to do once you've completed all 37 levels. The only play mode is the single-player option and you can't replay levels you've already passed. **F**

—Frank Provo



Erik can use Olaf's shield as a step.



GRAPHICS

It's a puzzle game with bland colors, but the Vikings are goofy looking.

GAMEPLAY

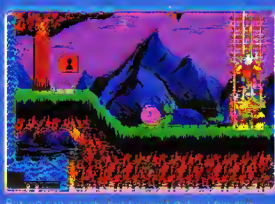
Figuring out how to make the Vikings work together is job one.

SOUND

Enjoy the disco soundtrack, because that's all except for a few screams.

OVERALL

One of the best single-player puzzle games, but there's no excuse for the absence of a time trial or multiplayer option.



Balog can attack, but he can't defend himself.



KARNAEJ RALLY

Micro Machines with weapons

First impressions of this arachnoid racer aren't too good: the Flintstones-inspired vehicles in the first level make you wonder if they were put in as a joke and the top-down view seems archaic given the 3D grunt of the GBA. Thankfully those concerns are put to rest once you play it.

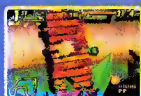
Karnaej Rally combines the Micro Machines formula with the one thing we all wish Micro Machines would bring back: weapons. Landmines and front-firing missiles can be used to blow your opponents back to the stone age (or whatever was before then) and they're worth every cent in later races. The way you can use your savings to bet on the outcome of future races is quite cool, and even if you stink at the game you can still make big coin.

Most importantly the racing action is smooth, speedy and about as realistic as you can get with a game featuring time-travelling punks racing each other. The birds-eye view never fails to keep up with the action while preserving the sense of speed and the league setup assures that there's plenty of depth in single-player mode. Multiplayer matches play more like a battle to destroy each other's car than a race to the finish, which is always a good thing. **C**

—Camron Davis



Fear not 3D fans—the backgrounds are all pre-rendered and look great.



There's also a garage option to repair damage and upgrade your shields.

POCKET DATA

PUBLISHER: Japan
DEVELOPER: Infinite Dreams
GENRE: Racing
PLAYERS: 1-8 (local)
RELEASE DATE: Out Now
ESRB RATING: E

POCKET SCORE

GRAPHICS

Good use of 3D, smooth animation on the cars and chunky explosions.

GAMEPLAY

A few minutes practice is all that's needed for the fun to start and the challenge doesn't let up.

SOUND

Decent engine noises and a generic soundtrack that you will turn off after a few plays.

OVERALL

Look past the silly name and cliché settings and you'll find one of the most playable racers the GBA has yet to offer.

9.0

OUT OF TEN



MEGAMAN AND BASS

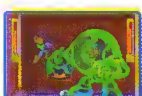
Bass beats Megaman at his own game

There have been dozens of titles in Megaman's history, and the latest for the GBA is a Super Famicom title previously released in Japan. The Blue Bomber and the formerly nefarious Bass have put their differences aside and joined forces to combat the evils of Dr. Wily.

The elements of gameplay that have made the series a hit are all here. Megaman and Bass defeat robotic enemies then assimilate their abilities. By the end of the game, players have access to a wall of ice, a lightning bolt and several other weapons. To enhance the game's longevity, Capcom has borrowed elements from the Metroid and Castlevania series and hidden objects and power-ups in levels that can only be accessed once specific abilities have been gained.

Fans of the series who like Megaman will enjoy the game for what it is, but players who have grown jaded will appreciate Bass's new abilities: he sports an eight-way directional machine gun and can double jump. These two moves alone help Bass breathe new life into a somewhat stale series. Unfortunately, such loyalty to the golden days of the 16-bit era might prove a tad challenging for those who haven't grown up with instant deaths. **B**

—Doug Trueman



Megaman battles a boss who returns from the first game in the series.

POCKET DATA

PUBLISHER: Capcom
DEVELOPER: Capcom
GENRE: Platform
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

POCKET SCORE

GRAPHICS

Little has changed since Megaman jumped to the Super NES years ago.

GAMEPLAY

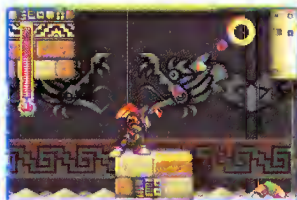
The addition of Bass alone makes the game. Definitely worth a rental.

SOUND

Megaman and Bass features instantly recognizable tunes and effects from Nintendo's golden age.

OVERALL

Had Bass been added to the Megaman series years ago, it might not have run out of steam.



Bass claims at the game's beginning that he's the most powerful robot there is...and he's not half wrong.

8.0

OUT OF TEN



PINBALL TYCOON

No, no, no and no

Of Hardcore Pinball was made for the die-hard pinball wizards, then Pinball Tycoon is aimed at those who find dental work a fun afternoon.

Everything about the game is a wasted opportunity from the moment you start playing. First of all, the tables are the epitome of bland. More than half of each table is just blank space, so most of the time playing is spent trying to get the ball into the same far-away ramp over and over again. Obviously the developers wanted to use the space to show off their background artistry skills, which is a shame considering that the images on each table look like restaurant napkin scribbles. To make things worse three of the tables are thematically identical and all of them use a similar design.

The pinball action has been lobotomized. You don't even get to determine how much power you launch the ball with, and hitting it with your flippers rarely gives the predicted result. The ball is too small to keep track of so half the time you end up mashing the buttons in hope of staying alive. Weak sound effects make you even less interested in playing, and the amateurish presentation is the final nail in the coffin. Do not buy Pinball Tycoon under any circumstances. **F**

—Camron Davis



Even the developers know that Pinball Tycoon is an ass.



GRAPHICS

The game looks like an unfinished effort by a bunch of kids who couldn't care less.

GAMEPLAY

Without a range of table props, the action is reduced to watching a ball move around blank space.

SOUND

A fairly standard range of generic sound effects that don't really fit the table's subject matter.

OVERALL

A complete waste of time for everyone. Even first-generation black and white Game Boy pinball games were better than this.



MINORITY REPORT: EVERYBODY RUNS

Minority Report for the GBA is clearly an attempt to cash in on last year's Spielberg smash. The GBA version loosely follows the plot—and we mean loose in the loosest sense—of Precrime Detective John Anderton. But the movie's philosophy of non-violence is nowhere to be seen in the game, because John disables hundreds of robots, mines, thugs and Precrime cops as he attempts to clear his name.

Players control Anderton through several levels as he dispatches enemies with "non-violent" guns and grenades, that, oddly enough, look, sound and act like real weapons. The game uses an autotargeting system making gunbattles play out like a 2D version of Time Crisis. Unfortunately, enemies use the same system as John, giving him almost nowhere to hide in boss fights. The game also suffers from frequent load times that, given the title's quality, shouldn't exist at all.

It seems as though Activision rushed this game to the market to make a quick buck on the Minority Report license, but there are far better action titles on the market for the GBA. Seve your money and buy the DVD. **F**

—Doug Trueman



Forcefields are disabled by shooting the control panel.



GRAPHICS

Tom Cruise has mysteriously gained twenty years. No wonder Nicole left him.

GAMEPLAY

If you want a side-scrolling adventure/shooter, get Contra Advance instead.

SOUND

There are occasional sampled voices, but they lack clarity.

OVERALL

Titus like this give handheld games a bad name, and Minority Report comes nowhere close to using the GBA's potential. Run far, far away.



Real Pinball tables actually have things for the ball to hit or travel on. Cray!



Looks like Michael Jackson isn't the only one having plastic surgery.



SAMURAI JACK: THE AMULET OF TIME

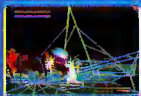
The minutes drag like hours. Based on the popular cartoon, Samurai Jack is a run of the mill hack-and-slash that tries to cover up its missteps with franchised animation. The game's hero, an anachronistic samurai, must recover missing pieces of an amulet so that he can return to his own era. The main problem of this game, though, is that the developers don't know Jack.

The genre is a standard side-scrolling fare, with Jack drawing his katana and hacking everything that comes his way into little pieces. As he progresses through the game's seven worlds, Jack obtains new abilities and items, like winged boots. Unfortunately, it's clear from even the first hour of play that the game is a hodgepodge of the portable Castlevania and Metroid titles. Standard fetch gameplay (get item A to open Door B) is at the core of Jack. Combat is strictly a button-mashing affair, and injured players can restore their samurai to full health with one of the game's ubiquitous potions. It's actually harder to die than to complete the game—but where there's a will there's a way.

If you're looking for a quality game of this nature, trade in Samurai Jack for Metroid Fusion or Castlevania: Circle of the Moon. **B** —Doug Trueman



Jack never thought his archery would take him anywhere.



Jack gets down to business with a giant spider.



POCKET DATA
RUBI: Exact Emulation
DEVELOPER: Hudson
GENRE: Action
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E



GRAPHICS

Though they work on television, the animations come off as short and choppy.

GAMEPLAY

It's a cross between Metroid, Castlevania and Pitfall that never really gels.

SOUND

The game's audio resembles an Asian martial arts movie.

OVERALL

Stay away from Samurai Jack. Even fans of the show will attempt to skip the end of the first level.



6.0
OUT OF TEN



RAYMAN 3

The third time's a charm

Ubi Soft's premiere platformer has appeared on Nintendo's portable system five times now, though only this title has been dubbed Rayman 3. If Rayman Forever and Rayman Advance are to be considered demos, then the full version is more than worth the price of admission.

The throwaway story is typical for a title of this nature: Rayman has to rescue kidnapped friends and collect items. But this is not a game played for its story. Hoodlum Havoc continues the series' tradition of stunning graphics, razor-sharp control, and exploration of a huge world. With over 50 levels—some standard run and jump, others featuring 3D kart racing and jet skiing—Rayman 3 easily competes with Nintendo's first-party franchises. Fans who were frustrated at the difficulty of Rayman Advance will be pleased to learn that Rayman 3 is almost a perfect balance of free exploration and challenging gameplay.

Finding all that Hoodlum Havoc has to offer will keep players at Rayman long after their batteries have died, new levels can be downloaded from the GameCube version of Rayman 3, and there are several multiplayer modes for players with linked GBAs. If you want a cartoon on the go, Rayman's your man. **A**

—Doug Trueman



These screens don't do it justice. You have to see Rayman in action.



POCKET DATA
PUBLISHER: Ubi Soft
DEVELOPER: Ubi Soft
GENRE: Platform
PLAYERS: 1-2 (Link)
RELEASE DATE: Out Now
ESRB RATING: E



GRAPHICS

When played with a GBA SP, the graphics are simply stunning and must be seen to be believed.

GAMEPLAY

Rayman features solid control, scores of abilities and hundreds of items to collect.

SOUND

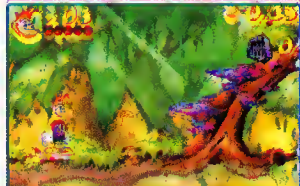
Sufficiently cartoonish. It's not great, but it's more than appropriate.

OVERALL

A must-have title for even the most cynical gamer. Between gorgeous graphics (and airtight control, platformers don't get much better than this).



9.0
OUT OF TEN



Fighting a giant cannon is all in a day's work when you have no limbs.



SEGA ARCADE GALLERY

Four Sega Classics in One

If you mention the '80s and Sega together, most Game Boy Advance owners would think that you are talking about another Shenmue. However, unbeknownst to those young whippersnappers, back in the day when parachute pants ruled the roost and Mr. T. wasn't shilling some collect calling service, there was the Sega Master System and later the Sega Genesis.

Taking four gems from those long-defunct consoles, After Burner, Outrun, Space Harrier, and Super Hang On, THO has given us Sega Arcade Gallery.

After Burner is a shooter that places the players behind the stick of an F-14 fighter, Outrun is a racing game, Space Harrier is a sci-fi 3D shooter, and Super Hang On is a motorcycle racing title.

Unfortunately, as is often the case with compilations of old material, the memories are often better than the actual product. These four may have withstood the test of time better than some of their contemporaries of the era, but compared to more recent GBA titles, the gameplay is a little flat and the graphics are dated.

Sega Arcade Gallery is definitely aimed at veteran gamers, and sadly the nuances of the cartridge would probably be lost on younger players.

—Chris Zimmerman



A big enemy fighter is about to learn not to mess with the U.S.A.



Blasting alien ships is all in a day's work in Space Harrier.



POCKET DATA
PUBLISHER: THO
DEVELOPER: Bit Studios
GENRE: Arcade
PLAYERS: 1
RELEASE DATE: Oct. 2004
EIGHT RATING: E



GRAPHICS

Nothing spectacular here but each title remains true to the original home console.

GAMEPLAY

All four releases sport repetitive and simple gameplay, but each one remains enjoyable.

SOUND

Not up to today's standards, but S.A.G. continues to be loyal to the source material.

OVERALL

Sega Arcade Gallery really appeals to players' sense of nostalgia, but together the four titles can still hang with today's crowd.



SEA TRADER: THE RISE OF TAIPAN

Sea Trader is a shipping simulation. The goal is to purchase goods from one seaport and transport them safely to another. Along the way, you'll end up fighting pirates, bribing customs agents, and trading with other sailors put on the open sea. It's a silly idea, but it works.

One of the game's best traits is its open-ended nature. You can travel to any city you like, upgrade your ship, take out bank loans, hire first-officers, store supplies in warehouses, and party with the villagers down at the local tavern. When you're out at sea, you'll encounter pirate ships, trading vessels, and military ships, and it's up to you whether to attack or to broker a deal.

It's easy to get sucked into the game's artificial economy. Commodities are separated into various categories and sell for different prices depending on the region of the world you're in. Paper and oil don't fetch a lot in the United Kingdom, but they sell for huge sums in Asia. Conversely, you can bring vegetables from Asia into the U.K. and sell them for a major profit. Random events, such as storms, surpluses, and famines, also occur with frequent regularity.

—Frank Provo



The artwork is nice, but there isn't any animation. It's all comic book frames.



POCKET DATA
PUBLISHER: Jaleco
DEVELOPER: Jaleco
GENRE: Simulation
PLAYERS: 1
RELEASE DATE: Oct. 2004
EIGHT RATING: E



GRAPHICS

Action is expressed through scenes reminiscent of comic books from the 1960s.

GAMEPLAY

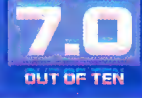
Buy low, sell high, and bribe customs. There are a few sea battles.

SOUND

Made-up, except for a few congratulatory tones.

OVERALL

Sea Trader costs 10 bucks most places. That's a steal if you're craving an economic sim filled with pirates.



Random events, like running into a sea serpent, can bring you off course.



(1) Topsy-turvy as ever, this hedgehog doesn't know the meaning of gravity. (2) Boss battles are causes for alarm... they'll take serious effort to beat. (3) Outscenes introduce new characters, shortly before they become unlocked for play. (4) You'll note the clever map scene filled with colorful locales to visit.

SONIC ADVANCE 2

Sega's Mascot Beats Feet and Makes a Triumphant Return In One Of His Best Performances Ever

We respect franchises with traction. Especially ones that make it an integral part of play; momentum is the only thing keeping the characters featured here upright as they speed through corkscrews, loop-de-loops and winding pipes. Oh yes, Sonic is indeed back in style... and this time, he's brought friends.

Something you should know: The action comes fast n' furious as ever. Like the Genesis games that inspired it, this portable wonder is perky, handsome and packed with multiple pathways through each stage. Tearing at top speed through attractive and brightly colored backdrops like the Music Plant or Sky Canyon, you'll marvel at how well the concept flies.

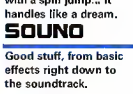
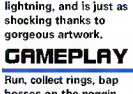
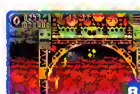
Chao garden mini-games. Multiplayer races and coin hunts. Sprawling stages filled with danger, then capped with mechanized boss monsters including tanks

and hammer-wielding monstrosities. Just a few of the challenges that await various accessible characters such as Knuckles, Tails or Cream. Interestingly, each features different abilities, such as Sonic's flip kick or Amy Rose's spinning hammer attack.

Something so beautiful shouldn't handle this well. Nor should it echo with hypnotic background tunes and standout sound effects. As for gameplay experience, well... it almost tops the products that first defined the series. All the more impressive indeed when you take into account the limited resources—and screen size—Sega had to work with. In layman's terms, only the most demanding player (game length could be improved) will find something to complain about.

Just as the titular star would, run, don't walk, to grab a copy. **B**

—Scott Steinberg



SPECIAL FRIENDS



You may notice some unfamiliar faces in the game. Cream? Amy Rose? It's only natural to want to get to know them a little bit better. However, don't be fooled: Although each features their own special ability, none are given a unique adventure. No matter how many times you play as different individuals, it's still essentially the same experience. While that's all fine and good—the title rocks as is—we

were hoping for a little bit more. Nonetheless, there's ample room for improvement left in the franchise... do we hear Sonic Advance 3, anyone?

(5) Beware the bombs the tank boss shoots... they pack a real wallop.

(6) As stages like the Music Plant exhibit, the game's visuals are striking. (7) Thanks to plentiful rings, sliding down wires can be a rewarding proposition. (8) Yet another classic Sonic staple, the loop-de-loop, is reinvented for Game Boy Advance.

OVERALL

Forget the pudgy plumber; if Sonic Advance 2 is any indication, the GBA belongs to Sega's main mammal.

8.5
OUT OF TEN



MLB SLUGFEST

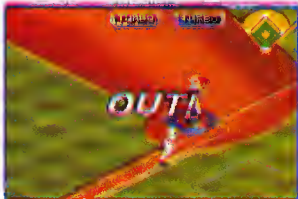
Why is baseball on fire?

Adding fire and fists to America's pastime seems like great designable talk. But Midway's action-packed baseball series owes a lot to the graphical punch of a full console, and the transition to the comparatively modest GBA doesn't quite make it.

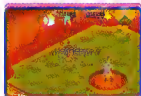
It's a simple premise: emphasize violence (through fistfights and batter-beating) and implement a "turbo" meter that can impart superhuman abilities. But the action doesn't come across, instead leaving Slugfest as half-hearted arcade baseball. The pitching interface is thin, with four pitches available, plus the bean, and no ability to specify location. In air, the pitch sports a tail of flame, but not many frames of animation, so it stutters to the plate. Batting is similar, with options for contact or power hitting. And the fielding can be rough, where chunky players and icons make it tough to distinguish a fly out from a one-bounce single.

A full turbo meter gives players a huge advantage—lookout for the guys with flames around their feet. But even when you're facing a full team of fiery superstars, Slugfest is too easy. Without the more complex systems of a console, even beating the batter isn't much fun, and where does that leave you? **F**

—Russ Fischer



There's no arguing with the ump about a bad call if there's giant letters floating in air telling you you're out.



After two dozen homers in a game, the satisfaction wears thin.



GRAPHICS

Player sprites lack detail and fielders are jerky, but the stadiums look good.

GAMEPLAY

Baseball lite, oriented around action, but there's not enough excitement in the system.

SOUND

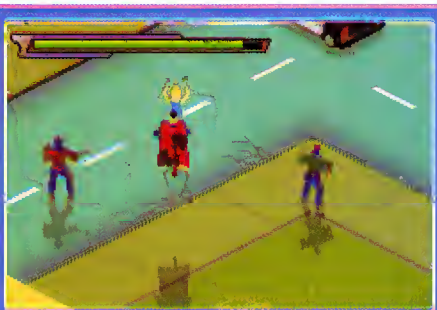
Better than mid-lining organ music, but not by much. Thin effects and crowd sounds.

OVERALL

A so-so system that doesn't offer enough action to counter the lack of depth. Slugfest is only for the arm-chair player.

6.0

OUT OF TEN



SUPERMAN: COUNTDOWN TO APOKALIPS

Super? Man, it is not. There is something of an urban legend floating around Hollywood dealing with the "curse of Superman," where bad things happen to actors involved in projects dealing with the Man of Steel. For example: George Reeves' murder, Christopher Reeves' accident, and Margot Kidder's nervous breakdown.

In the video game world, the last son of Krypton seems jinxed as well. Designed as a prequel to Superman: Shadow of Apokalips for the PS2 and GameCube, this release does its best to emulate the animated series.

Players will wander around seven levels of Metropolis fighting criminals with all of Super's traditional powers, including super-strength, heat vision, ice breath, and flight. Blasting villains with heat rays is the easiest way to the finish line, however if one engages almost exclusively in melee combat, an eighth bonus level will be unlocked. The one bright point in the otherwise unexceptional offering is the isometric-style graphics, which look as close to the cartoon as possible on the GBA.

While this title makes a decent stab at capturing the man of steel, the repetitive gameplay is the kryptonite that brings Superman: Countdown to Apokalips to its knees. **F**

—Chris Zimmerman



Kal-el must use his freezing breath to put the bank on ice.



GRAPHICS

The isometric 3D view looks nice, but the camera work needs improvement.

GAMEPLAY

The gameplay can be summed up in three steps: Find enemy. Shoot with heat ray. Repeat.

SOUND

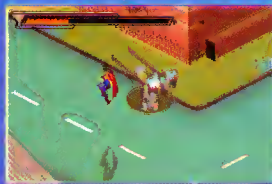
The sound quality is a little above average for background music, but the sfx sound weak.

OVERALL

Despite the decent visuals, the repetitive action drags this one down. Thankfully the game can be completed in about two hours.

6.5

OUT OF TEN



Metropolis apparently has a lot of cannons mounted onto the street corners.



THE INVINCIBLE IRON MAN

Fans of the Ironclad Iron Man will adore the way that this game brings the abilities of the comic book hero to life. The only problem is that you're left hungry for more—there are only eight levels and they're over with way too soon.

It's a neat ride while it lasts, though. You can use repulsor blasts or a tackle attack to knock out enemies, and collect power orbs that enable you to unleash smart bombs or trigger Iron Man's mammoth chest cannon. Iron Man's jump ability is actually a boost that you can use in combination with the shoulder tackle in order to fly short distances. Most levels are large enough to make use of all of these techniques, and there's never a shortage of exosuit-haddies to pummel.

The best part is how much the game rasambles a comic book. Dialogue scenes introduce the characters and advance the plot at appropriate moments. The environments are full of scrolling background layers and features to interact with—such as trees and rockslides that you need to clear away using Iron Man's repulsors. As for the characters, they're huge, huge, huge! **E**

—Frank Provo



Iron Man uses a jetpack to jump higher or to float short distances.



Make the chumps back off with a repulsor blast.

POCKET DATA

PUBLISHER: Anderson
DEVELOPER: Tones Games
GENRE: Action
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

POCKET SCORE

GRAPHICS
You can blast down a few trees and there's plenty of gunfire.

GAMEPLAY

Punch, jump, shoot—It isn't a formula; it's a way of life.

SOUND

Some voices would've been nice, but repulsor blasts and explosions are fine.

OVERALL

Blasting apart robots and thrashing pirates is awesome, but the game is wicked short at just eight levels.

7.0

OUT OF TEN



THE MUMMY

There's a cartoon?!

This latest take on The Mummy is based upon the animated series that appears on the WB! Kids network. You control all three members of the O'Connell family, each of whom has their own unique abilities and advantages. Rick can pull levers and push stones; Evy can somersault, throw spears, and read hieroglyphics; and Alex can pick the locks on doors and treasure chests. The goal is to use their abilities together in order to explore tombs located all over the world.

Puzzle solving is definitely the game's primary focus, but you'll experience your fair share of fighting as well. Ghosts, skeletons, and undead warriors are just a few of the nefarious baddies you'll face. Every time you press the attack button, you can chain together multiple kicks and punches into impressive combinations. The game rewards your use of combo attacks with gold pieces, health items, and an assortment of on-screen exclamations, such as "Pow!" and "Blam!"

You may find your time with The Mummy a tad short-lived, however. The game's 20 levels don't tie together whatsoever, and most of the enemies in later areas are just older enemies with new color schemes. **E**

—Frank Provo



Alex can perform a variety of magical attacks.

POCKET DATA

PUBLISHER: Universal
DEVELOPER: IMI Soft
GENRE: Adventure
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

POCKET SCORE

GRAPHICS

Enjoy the top-down viewpoint and smooth animation. Loathe the drab colors.

GAMEPLAY

The right combination of switch-pushing and butt-kicking, but needs more bosses.

SOUND

The audio is mainly Egyptian music interspersed with shrill screams and footsteps.

OVERALL

It doesn't stay exciting for long, but the puzzles are tough to pry yourself away from.

7.0

OUT OF TEN



No Brendan Fraser and no Rock. It's based on the cartoon.



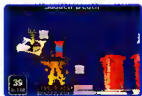
WORMS WORLD PARTY

The PC legend in handheld form

After the last sad efforts to bring the classic Worms action to Game Boy (decent puzzle game Worms Blast notwithstanding), Worms World Party is a breath of fresh air. It's made the transition from the big machines to the GBA without missing a beat. For those who have yet to taste Worms, the premise is this: a team of four heavily armed garden worms find some other worms and try to kill them in the funniest way possible. Weapons include missile launchers, grenades and the occasional exploding sheep, so you never know what to expect. It's like a turn-based deathmatch, really.

Picking up the gameplay is pretty easy; a helpful tutorial mode explains the intricacies of each of the (many) weapons on offer and offers hints on how to escape deadly situations. The graphics in World Party are crisp, clear and convey the action as well as one could expect on the GBA. A plethora of interesting maps, which are all open to editing, are packed into the cartridge to ensure that no two games are the same. Worms World Party is fun enough in single player thanks to the varied mission modes, but the multiplayer action is handheld addiction in plastic form. A true classic. **B**

—Camron Davis



The wind affects the missile's trajectory, so you have to take that into account before firing.



GRAPHICS

Minor presentation faults aside, the visuals are full of life and retain the Worms cartoon style.

GAMEPLAY

Fun, easy to understand and heavily customizable. The multiplayer mode is sweet icing on the cake.

SOUND

Powerful background music helps the mood and the sound effects are cute yet cheesy.

OVERALL

One of the best turn-based strategy games to hit the GBA since the mighty Advance Wars.



THE SUM OF ALL FEARS

Ben Affleck is missing.

Sum of All Fears is a good entry point into the tactical espionage genre, but it isn't as detailed as it ought to be.

You control a team of counter-terrorist operatives. Before each mission, you select team members from four different character classes: recon, assault, sniper, and demolition. The different classes designate the weapons and tools each character can use. Snipers, for instance, have long-range rifles and light clothing, but their armor is terrible. As you sneak around, it's relatively easy to switch from long-range rifles to close-up weapons like pistols and grenades. You can assume control over any of your team members whenever you like.

The big rub is that you can't split your team into smaller attack groups or set nav points for team members to follow. This reduces your strategy to the basic "guns blazing" technique typically reserved for action games.

The single-player campaign includes 15 missions spread throughout the globe, from West Virginia in the U.S., to the Middle East, and throughout Africa. Using a link cable, you end up to three friends can play co-op through the campaign or challenge one another in 15 different deathmatch maps. **B**

—Frank Provo



If you have a sniper, you can get the duds on the catwalk.



GRAPHICS

Even if the 3D look is cool, the backgrounds are totally dead.

GAMEPLAY

You can't order your team around, so you're basically controlling a hit squad.

SOUND

Who isn't a sucker for speech effects and gunshots?

OVERALL

Sum of All Fears is more gung ho than most tactical espionage games, and the multiplayer options are priceless.



Your main strategy will be to charge in with guns blazing.



The backgrounds are as strange as they are useful, with plenty of ways to use the landscape to your advantage.



YU-GI-OH! WORLDWIDE EDITION: STAIRWAY TO THE DESTINED DUEL

Yu-Gi's second GBA appearance is even better than the first one, so get ready to duel!

Pokemon? Yesterday's news. Harry Potter? Send that limy back to Hogwarts School where he belongs. The newest kid's craze is a spiky-haired, card-playing, import from Japan known as Yu-Gi-Oh.

Aside from starring in his own Saturday morning cartoon show, a collectable trading card game, and action figures galore, Yu-Gi has also snagged a couple of video games for himself. The latest one of these, Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel is modeled after the newest cartoon storyline, the Battle City Tournament. You will assume the role of a duelist in the biggest Duel Monsters (think Magic: the Gathering) card game tournament ever. As participants travel from borough to borough, they will meet and battle other duelists, most of whom will be familiar faces from the TV show.

Players familiar with last year's Yu-Gi-Oh!: The Eternal Duelist Soul will discover the Duel Monsters battle format is almost identical. There are three basic card types; monsters, magic, and trap cards. Monsters attack the other duelist, traps waylay attacking monsters, and magic cards cause different magical effects. The goal is to reduce the other guy's HP to zero. After each win, duelists will get a booster pack that contains rare cards to help fortify their deck. Learning the basics is deceptively simple, but mastering the strategy can be quite tricky, due to the 1,000 available cards. Despite being aimed towards the younger fans of the cartoon show, Worldwide Edition is a very competent strategy title, and is worthy purchase for any fans of the genre. **B**

—Chris Zimmerman

GOTTA GET THEM ALL!



Part of any collectable card game is collecting all of the trading cards that you can. Yu-Gi-Oh! Worldwide Edition has taken that concept to the next level. Not only are there multiplayer capabilities for trading and dueling against your friends, but there is a card password system as well. Each physical Yu-Gi-Oh! trading card has a password on it. The password can be entered into the game and players will receive that card in their virtual deck. To help folks on their way, the release ships with three limited-edition cards, which are only available with Yu-Gi-Oh! Worldwide Edition.



(1) Sure he's a nerd, but Weevil's deck is loaded with deadly insect creatures. (2) Bringing the noise and bringing the pain with a Giant Rat card. (3) One of the best magic cards out there, Monster Reborn is a must-have. (4) Another nasty magic card. Dark Hole is also a great equalizer.



(5) Selecting which deck you use can be the key to your success. (6) Not only a hottie, but she is a sore loser to boot. (7) Players will be able to select a booster pack after a hard-earned victory. (8) The city streets are loaded with other Duelists for you to conquer.



GRAPHICS

The card art looks surprisingly good on the GBA and the animation side is superb.

GAMEPLAY

With literally 1,000 cards, there are a ton of combos, and thousands of deck combinations.

SOUND

This title doesn't push the envelope in the sound department, but the tunes are acceptable.

OVERALL

Worldwide Edition is a must-own title for fans of the cartoon and a strong buy for fans of strategy games in general.

8.5
OUT OF TEN

A collection of Sega Game Boy Advance hardware and accessories. At the top is a Game Boy Advance SP in its closed position, showing the screen and the 'GAME ADVANCE SP' branding. Below it is a Game Boy Advance console with a black faceplate and a silver front panel. To the left of the console is a Game Boy Advance link cable. In the foreground is a Game Boy Advance game case for 'Nobun Obake' (Nobun the Zombie), featuring a character illustration and the title 'Nobun Obake'. To the right of the console is a Game Boy Advance cartridge, also for 'Nobun Obake'.

A silver Nintendo Game Boy Advance SP handheld console is shown open. The screen displays the 'GAMEBOY Nintendo' logo in red and yellow text on a blue background. The console features a D-pad, two action buttons, and a start button. The text 'GAMEBOY ADVANCE SP' is visible on the bottom bezel.

And, complete a brief survey. It's that easy!*

Be one of the first 500 people to complete the survey.
Survey closes July 1st, 2003.

* Only one entry per household.

POCKET
games



ZIFF DAVIS MEDIA
GAME GROUP



POKÉMON RUBY AND SAPPHIRE GUIDE

The game that started the monster-raising craze has returned with a pair of Game Boy Advance sequels, *Pokémon Ruby and Sapphire*. With a staggering 110 million games sold so far, Nintendo wasn't about to mess with the patented Poké-formula of breeding and battles—but there are a few new twists.

Each Pokémon has a special ability that is always active, and sometimes battles will be 2-on-2. But veterans will feel at home battling Gym Leaders for eight different badges, gradually earning the ability to Surf, Cut, Fly and more. And at the end, an Elite Four still stands between you and the title of champion.

POKÉMON 101

Before the new adventure begins, we should welcome new trainers with a quick review of the basics. Your team of six Pokémon will find themselves in three kinds of battles—wild Pokémon, other trainers, and Gym Leaders. Wild Pokémon are not too dangerous by themselves, and are the only ones who can be captured. They can be found in caves, water, and tall grass.

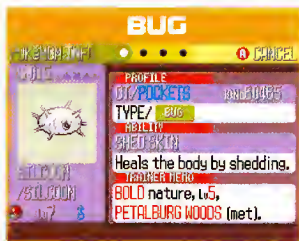
Trainers will start a battle when eye contact is made, while Gym Leaders must be confronted in their gyms after a series of lesser battles. The only exception is 2-on-2 battles, where you must speak to the pair of trainers to start a fight.

FINDING YOUR TYPE

There are 17 different types of Pokémon, and while all the types are carried over from Gold and Silver, over half of the 200 creatures in Ruby and Sapphire are brand new. Get to know all the fresh faces quickly or you could face a surprise in battle.

Pokémon take damage based on their natural type, but they can be taught many kinds of attacks. Each attack has its own type, and using Technical Machines (TMs) to teach a Pokémon moves different than its type can add flexibility to your team. Just be aware that not to mix up your Pokémon too much—a Water creature using a normal attack loses the natural advantage against Fire.

This makes each of the 17 types a complex web of offensive and defensive strengths and weaknesses. Here's a scouting report on all the types:



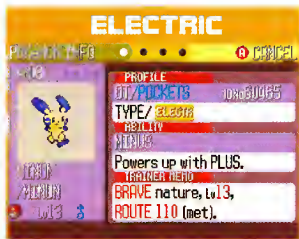
Bug—For specialized use against dark, ground, and psychic; bugs are somewhat meek physically and deal low damage against a whopping seven other types.



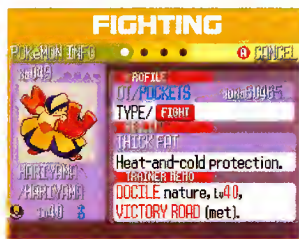
Dark types are basically in the game to combat pesky psychics and ghosts. They both heavily damage psychics and take zero damage from psychic attacks.



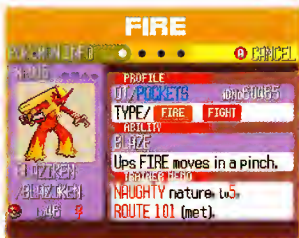
Dragons are damaging to each other, but not much else. They also naturally resist a number of common attack types—fire, water, electric and grass.



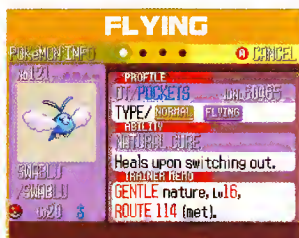
Water and flying types are easily jolted, but grass and dragon won't be fazed. Ice, rock, and ground will shut down these powerhouse quickly.



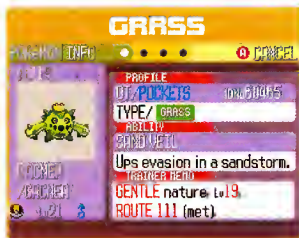
Dominant when attacking normal Pokémon and terrific early in the game. Only vulnerable to flying and psychic attacks, can't damage ghosts.



Burns grass, ice, and bugs to a crisp. More importantly, can melt down steel Pokémon without trouble. Vulnerable to water, ground and rock.



A crucial early counter to fighting types. Ground Pokémon can't reach these attackers, but electric, ice and rock will knock them out of the air.



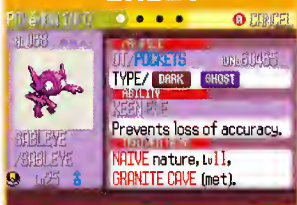
Their energy-sapping attacks are strong against water, ground and rock, but they are vulnerable against too many types—fire, ice, poison, flying, and bug.

GROUND



An offensive powerhouse against fire, electric, poison, rock and steel. Beware water, grass, and ice attacks. Train the first ground Pokémon you find.

GHOST



Is immune to Normal Attacks. Takes normal damage from fighting, bug, rock, fire, water, ground, grass, flying, electric, ice, dragon, and poison. Half damage from dark and steel.

ICE



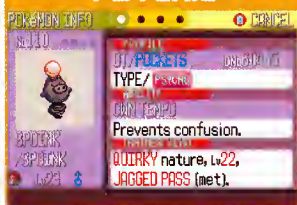
An exciting up-and-down type with lots of offensive strengths and weaknesses. One of the only counters in the game against electric and dragon.

NORMAL



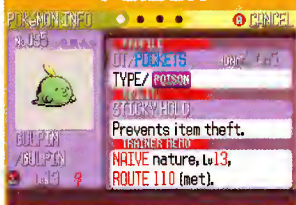
No strengths in combat for Normal type, they can't do much damage to rock or steel, and ghosts can't be hurt at all. For use early in the game only.

PSYCHIC



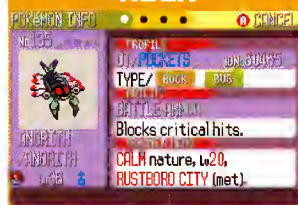
The main counter to other psychics, highly effective on fighting, poison, and ghost, plus no attack weaknesses on common types. Useless against dark.

POISON



Poison is a powerful status affect, yet the type is only useful against bug or grass offensively. Defensively, they are only vulnerable to ground and psychic.

ROCK



A varied type that hits hard against fire, flying, ice and bug. Not great defensively, as water, grass, fighting, ground and steel are all damaging.

STEEL



These defensive juggernauts are strong against a remarkable 11 types of attacks, plus invulnerable to poison. Only fire, fighting and ground have any chance.

WATER



Decent defensively, vulnerable only to electric and grass. The game's first counter against fire, they also erode the strength of ground and rock.

THE ROAD TO THE POKÉMON LEAGUE

YOUR FIRST POKÉMON

The game begins with you selecting a gender **01**, setting the clock **02**, and moving into Littleroot Town **03-04** with your mother. Visit all three buildings in town while Machop moves in your furniture. Whatever gender you don't select will be your neighbor and your rival **05** throughout the game, and the third building is the lab for their father, Professor Birch **06**.

The Professor loves field work, but isn't ready when attacked by a wild Pokémon. You'll take one of his three Pokémon and save him, plus keep it after the battle. The choices are the fiery Torchic, grass lizard Treecko, or the watery Mudkip. This choice will greatly affect your Gym Leader battles—Mudkip has a fairly even ride, Treecko peaks early in the game, and Torchic struggles a bit to start but eventually becomes a powerful ally. The best choice is generally Torchic **07-09**.



#007 Mudkip

#001 Treecko

#004 Torchic



01



02



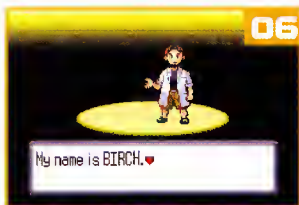
03



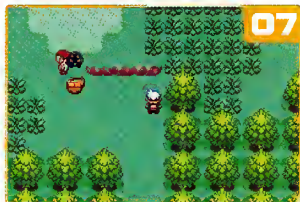
04



05



06



07



08



09

YOUR FIRST
POKÉMON
CONTINUED

North of Littleroot Town is Route 103 **10**, which is a dead-end without the Surf ability but still worth a visit. Here lies the first battle with your rival **11**, who is just as experienced as you'd expect the child of a Pokémon Professor to be. You'll face whatever Pokémon is strong against the type you selected, but don't worry, they're only level five and have nothing but normal-type attacks. Victory means your first five Pokéballs, plus they'll become available at the Littleroot Town store.

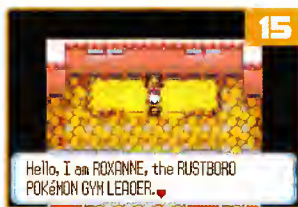
Head west on Route 102 **12** to find your first trainer battles and berry trees. Replant one of the berries, even if you can't water it just yet. It's a short trip to Petalburg City **13**, where you'll find the game's first gym here, but not your first badge. The gym is run by your father, and he is too powerful to battle a beginning trainer like yourself. Try back with four badges.

Keep catching each random Pokémon you see, even if it means scurrying back to the Pokémon Center more often than you'd like. Buy Pokéballs in quantities of 10 and you'll get a free Premier Ball; not a bad deal. Your first target should be a Zigzagoon **14**, whose Pickup ability will net you items for free. If you picked Torchic, make sure you capture and train a grass or water Pokémon for fighting the first Gym Leader.



STONE BADGE

Head through the woods north of Petalburg to arrive in Rustboro City and challenge the first Gym Leader, Roxanne **15**. First get the Quick Claw **16** from a teacher in the building just above the fountain, then enter the Gym on the north edge of town. Roxanne fights with a level 14 Geodude **17** and level 15 Nosepass, Trecko or Mudkip will crush this pair with ease, while Torchic will need serious help from other Pokémon you've captured. Take the Stone Badge **18** and TM39 (Rock Tomb) **19** for the win, along with the ability to use Cut outside battle.



#197 Latios

SAILING AWAY

Try to head east from Rustboro and you'll be stopped by an employee of the Devon Corporation. Seems he lost a valuable package when assaulted by Team Magma or Team Aqua, depending on the version of the game you're playing **20**. The thieves have headed east, and so should you.

You'll find yourself on Route 116 **21**, which ends with a tunnel that should connect the city to Verdanturf Town **22**. Digging has stopped on the tunnel, leaving the thieves we're chasing trapped. A simple battle later, you'll have the Devon Goods and freed a Wingull belonging to an important old man.

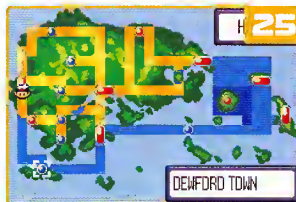
Take the goods back to the Devon employee for a tour of the company headquarters and a Pokénav from the grateful big boss **23**. Head back south to Route 104 and talk to the old man on the beach. Since you freed his Wingull from captivity, he'll offer a free ride on his boat **24**. Take him up on it and set sail for Dewford Town **25**.

Keep an eye on your surroundings as you sail through Routes 105 and 106, as you'll return here with the Surf ability to find trainers and extra challenges. Dewford is a cozy seaside place, with only a few buildings and people. Just south of the pier is a fisherman you should find immediately. Talk to him to earn the Old Rod **26**, your first way to battle and capture water Pokémon.

Before exploring any further, make sure you have a flying or psychic Pokémon in your arsenal, most likely a Tailow. Having a well-trained flyer makes life much easier at the next gym, so get a Tailow and get him active to avoid backtracking and having to train one from scratch.

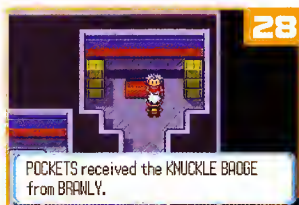
If you'd rather start training a psychic, head north from Dewford along the shore of Route 105 and into the cave. Granite Cave can't be lit up until after defeating Dewford's Gym Leader, but the Abra you find inside could help you do that. Just remember that the Tailow is just as effective and much, much easier to catch.

A third option is to have a Pokémon with a psychic attack, namely Dustox. A Wurmple reaching level 7 at night creates a Cascoon, which becomes a Dustox and learns confusion at only level 10. Confusion is a psychic attack and perfect for the next gym.



KNUCKLE BADGE

Dewford has our second Gym Leader **27**, Brawly, who attacks with a level 17 Machop and level 18 Makuhita. Normal Pokémon will get the daylight's smacked out of them, so keep them on the sidelines. Instead use flying or psychic attacks to quickly dispatch the two fighters, which earns you the Knuckle Badge **28**, TM08 (Bulk Up) **29**, ability to use Flash outside battle, and obedience of Pokémon below level 30.

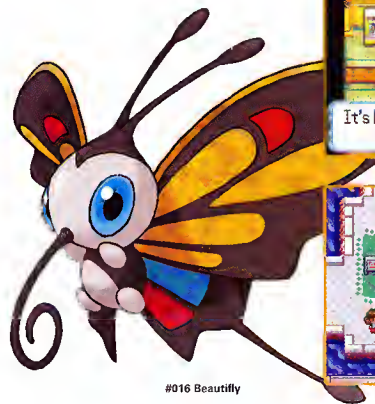
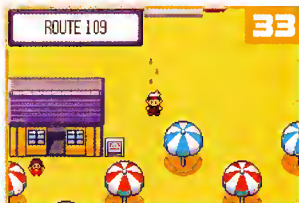


BICYCLE RIDING

Return to Granite Cave after earning the badge and fight the place up with Flash. You'll now be able to complete the second part of the errand given to you by the Devon employee, delivering the letter to Steven **30**. He'll vanish after giving you TM47 (Steel Wing) **31** as thanks, but you'll be seeing more than enough of him later on.

Once the letter has been delivered, return to the boat **32** and sail to the newest destination, Slateport City. Take note of the deserted ship north of your path through Route 108, though it can't be reached until you've learned Surf. You dock on Route 109 **33**, which is a beach south of the city and packed with trainers. Defeat each trainer inside the beach house to earn six bottles of soda pop **34**, which restores 60 HP to a Pokémon.

Fight your way up to the city itself, which features a number of buildings and an open-air market. Head into the large grey and brown warehouse **35** to receive another errand, then to the museum **36** for some brief battles with more members of Team Magma/Aqua. You'll earn the handy TM46 (Thief) **37** in the process.



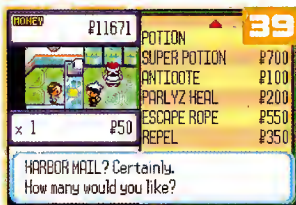
#016 Beautifly

BICYCLE RIDING
CONTINUED

Take a detour to the contest hall in the upper left corner of town **38**. You can't participate in the Hyper Rank contests yet, but you can get started here by receiving a Pokéblock case from the girl inside. The case allows you to make and carry Pokéblocks. See the contests section for more details.

Pick up a Harbor Mail from the outdoor stores **39** in Slateport, then head north to Route 110 **40** and the Cycling Road. The road is only for bicycles, but one is close at hand. You'll face quite a few battles along the way, including a second duel with your rival **41**. Expect a good fight, but if you've trained a varied team, you shouldn't have too much trouble. The Itemfinder is yours after the win.

When you finally leave Route 110, you'll find a casino and the next gym waiting in Mauville City **42**. You can't gamble without a Coin Case **43**, however, so visit the house next door to the casino and trade the woman Harbor Mail for her extra case. The bike shop will also provide a free ride, with either the fast Mach Bike or agile Acro Bike.



DYNAMO BADGE

Watson's electric and steel combo **44-45** will be brutal on those who picked Mudkip or Treecko. A Magnemite, Voltorb and Magnetron await, so have a ground or rock Pokémon for protection. For those without a Torchic to burn through steel, the fighting Makuhita is highly effective but vulnerable to Magnetron's Shock Wave. You'll get Shock Wave for yourself after the battle (TM34) **46**, plus the ability to use Rock Smash outside battle and a speed boost for your Pokémon.



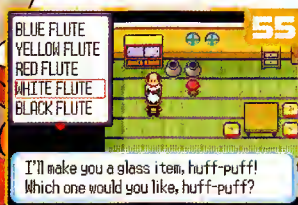
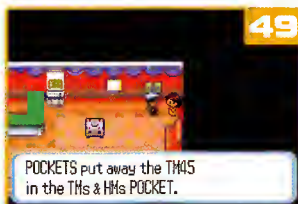
FATHER KNOWS BEST

Now that Rock Smash can be used outside of battle, there's a certain tunnel that needs clearing. Head west to find Route 117 **47**, the Pokémon Day Care center, and eventually Verdanturf Town **48**. This town may be little, but there are some things to take care of before charging through the tunnel.

Check out the contest hall to find the first round of contests you can participate in, Normal Rank, and talk to a girl inside for TM45 (Attract) **49**. The lower-left house in town has a woman who tells you how much your active Pokémon likes you. Once you've met the locals, head up through the tunnel and unite the (fairly) loving couple by smashing one of the rocks between them. Your reward is the handy HM 04 (Strength) **50**.

There's quite a bit of traveling between you and the next gym, so make sure you plan early for the fire Pokémon you'll face there. After exiting the tunnel head back into Verdanturf. Walk east back to Route 117 and continue east back into Mauville City. Use Rock Smash again on the boulders north of town to continue up Route 111 **51**. A sandstorm blocks the desert for now, so head north and then west through route 112 until you reach the foot of Mt. Chimney **52**.

Team Magma/Aqua blocks the cable car, forcing you to take the Fiery Path. This is a great chance to train your anti-fire Pokémon for the next gym, so have them ready for battle. You'll emerge on Route 112 **53**. Head east to route 111 and then north to the small T-section. Continue west to where the soot covers the ground. Visit the glass shop to receive a soot sack **54**, and return after walking through a few thousand steps of soot for your reward. We recommend waiting 1,000 steps each for the Black Flute **55**, which repels puny Pokémon, or the White Flute, which increases the encounter rate.

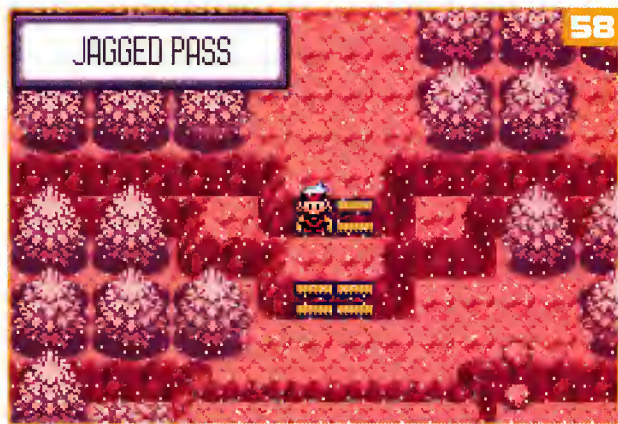


#129 Corphish

FATHER KNOWS
BEST CONTINUED

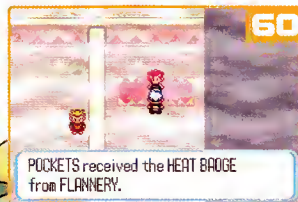
Past the soot area to the west is Fallerbor Town, home of the Pokémon PC system and move tutor. Visit the PC creator, Lanette 56, and her name will replace "Someone's PC" when you log on. Even more important is the tutor, a man who can teach Pokémon moves you had them forget while leveling up. His house is in the upper right of town, but you'll need Heart Scales to pay him, and they're best found later on the ocean floor.

Keep pushing west past town, through Route 114 and up Meteor Falls. Team Aqua and Magma will meet for the first time, and one will take a meteorite from the mountain. You'll want to return here with HM 07, but for now, head back to where the cable car was and take it up the mountain. Defeat three team grunts 57 and the leader to reclaim the meteorite, then head down the Jagged Pass 58 to a different part of Route 112 and Lavaridge Town 59.

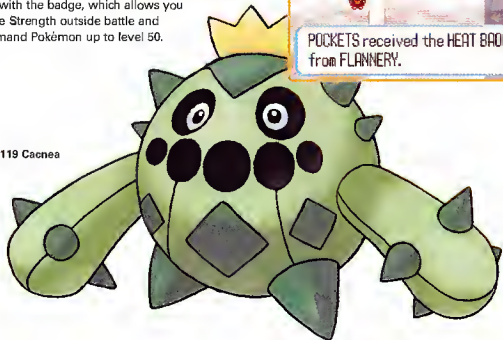


HEAT BADGE

60 Tired of traveling? The next badge is here in Lavaridge, with only a level 28 Torkoal and two level 26 Stunfisks in the way. If you were training anti-fire Pokémon during your long travels, then this gym should be little problem. TM 50 (Overheat) 61 is won with the badge, which allows you to use Strength outside battle and command Pokémon up to level 50.



#119 Cacnea



FLYING HIGH

Your rival meets you outside Flannery's gym in Lavaridge, but not with a battle. They'll give you the Go-Goggles **62**, perfect for the fierce sandstorm raging on Route 111. But before you go exploring the desert, you may remember that we've already met the fifth Gym Leader—he's your dad, and he's waiting for your challenge in Petalburg City.

There's a lot of backtracking to be done here, and two ways to do it. Both go through Mauville City, so work your way back south there. Your first option is to take the Cycling Road south from there, stopping before Slateport City and walking up the path running along Cycling Road. Take the west exit to Route 103 and Petalburg City.

If you'd rather see older areas again, head west from Mauville City to visit Verdanturf Town, then head through the tunnel you cleared and find Rustboro City. South from there lies Route 104, the Petalburg Woods, a slice of coastline and the other entrance to Petalburg City.

If you walked through enough soot to collect a Black Flute while on Route 113, use it during your travels to ward off any weak Pokémon that would only take up time. If you haven't already added fighting-type capability to your team, now's the time to do so, as they are the only type that are effective when attacking Norman's trio of normal-type Pokémon.

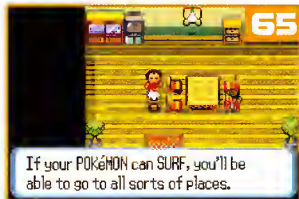
If you felt cheated by the easy trip to Petalburg, don't worry—the Petalburg City gym is the most battle-intensive yet. The gym shaped like a diamond, with seven different battle rooms and Norman waiting at the top. Each room has a different condition for its battle **63**, ranging from no stat losses to a higher rate of critical hits. Read the signs to learn what the condition is before facing each trainer in battle.

BALANCE BADGE

64 Norman may be your father, but that just means he'll be extra hard in testing your training abilities. His normal-type Pokémon have no weaknesses outside of fighting, and while normal attacks are a threat to no one, his Pokémon have a few tricks up their sleeve.

The first is Facade, which doubles the attack power of a Pokémon afflicted with a status ailment. Don't fall into this trap—leave the poison and the paralysis attacks at home. Sleep is still effective, though, as a sleeping Pokémon can't do any damage at all. Also beware Focus Punch, which gives his normal-type Pokémon a fighting-type attack.

Defeating your father makes the game feel like a tragedy, but it boosts your Pokémon's defense and allows using Surf outside battle. Visit Wally's house in the upper-left of Petalburg to actually get Surf **65**.



FLYING HIGH

Surf opens up a wide variety of new ways to travel, optional dungeons to explore, and extra trainers to fight. Take your time surfing the world, taking special notice of the deserted ship on Route 108 and watching out for wild Pokémon attacks. Once you've surfed to your heart's content, return to Mauville City and head east on Route 118.

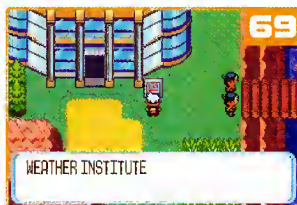
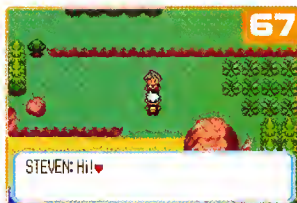
This was formerly a dead end, but thanks to the power of Surf, you can cross the open water and land on the other side. Talk to the fisherman right by where you land and you'll get the Good Rod **66**, which may catch new Pokémon in the same areas where you tried with the Old Rod. Walking off the sand will bring you face-to-face with Steven **67**, the talented trainer you last met in the Granite Cave. He'll give you some generic advice on raising a varied team then disappear again.

You can continue west to Route 123 and the Berry Master, who gives you a pair of berries daily, while his wife rewards special phrases with gifts of berries. The rest of Route 123 is elevated and unreachable, so go back to Route 118 and head north onto the arduous Route 119.

The first thing you'll notice about Route 119 **68** is what you can't see. Tall grass blocks anything below a trainer's head, and the tangle prevents riding either kind of bike. Keep an eye out for hidden items in small clearings as you work your way up the route. Enter the large silver building to explore the Weather Institute **69** for a valuable rest.

Team Magma/Aqua **70** is causing trouble yet again, so clear out the lowlife and talk to the scientists inside. They've developed a new kind of Pokémon, Castform, whose shape and attacks vary with the weather. You'll need an open spot in your team to get Castform, so clear a space and then deposit him/her/it in the PC.

Re-organize and heal your team before you leave, as your return to Route 119 will quickly turn into a battle with your rival **71**. These are the same Pokémon as last time, just slightly stronger, and you'll receive HM 02 (Fly) **72** for winning.



#061 Skitty

FLYING HIGH CONTINUED

The welcome end of Route 119 is Fortree City **73**, a place filled with flying Pokémon and the trainers who adore them. You can win the 50/50 guessing game in the second house from the right for TM 10 (Hidden Power), but the gym is mysteriously blocked. After heading east of town to find Steven and the Devon Scope **74**, return for a gym battle.



FEATHER BADGE

75 Winona counters the downside of using flying-type Pokémon by boasting a team that consists of four dual types **76**. Her four Pokémon are also normal, water, steel and dragon in addition to flying, so electric Pokémon will be your safest bet here. Defeat her to use Fly outside battle, TM 40 (Aerial Ace), and command of Pokémon under level 70.



MORE TRAVELING

Head back to Route 120 **77**, where you got the Devon Scope, and wind back down southward. You can enter the northernmost of the two mysterious large rocks by using Surf—use the scope to find a Kocleon and check inside the rock for a TM.

Keep heading south until you reach Route 121 **78**, which is less a route and more an intersection. North is the Safari Zone, which holds a special Pokémon capture area. East is Lilycove City **79**, which is little more than a massive shopping destination at the moment. South is our next stop, Route 122 and Mt. Pyre.

Mt. Pyre **80** is a place where dead Pokémon are honored, meaning plenty of ghosts will be about. Surf your way down to the mountain entrance, then talk to the woman on the first floor for the Cleanse Tag **81**. If your first Pokémon is holding this, no random Pokémon will attack while inside the mountain. Chase Team Magma/Aqua out the western door and up Mt. Pyre to find a crucial orb **82** has been stolen.

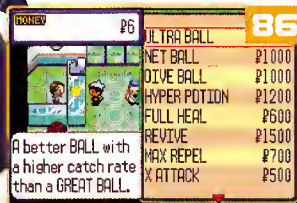
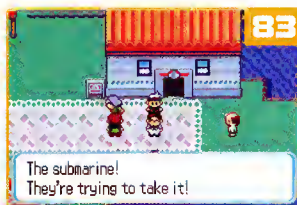


MORE TRAVELING

Head back to Slateport's museum to witness yet another theft, this time of a submarine **83**. You may be too late to stop them, but the team members guarding the base north of Lilycove City will move after this theft. Enter the hideout to find a wide array of warp pads and Electrodes masquerading as items. Beware both hazards and make your way to the team leader **84**, who puts up a mediocre fight but blocks you from chasing the stolen sub as it escapes.

The fish blocking the east exit from Lilycove City are now gone, so surf out into the open seas and head southeast, then take the eastern exit to arrive in Mossdeep City **85**. This expansive city includes everything from a gym to a space center, so take time to explore. The store offers two new kinds of type-specific Pokéballs, Dive Balls for underwater Pokémon and Net Balls for bug types **86**.

Visit Steven's house on the northwest corner for HM 08 (Dive) **87**. The inside of the gym is packed with psychic trainers and moving floor panels, so be ready with some patience. Luckily, the other trainers in the gym are nearly as tough as the leaders and provide good last-minute leveling against psychic enemies.



#124 Seviper

MIND BADGE

This is the only two-on-two gym battle **88**, and it could've been a nightmare for those unprepared for psychic Pokémon. Luckily, both Tate and Liza use rock/psychic dual types, so focus on water and grass attacks: if you don't have strong anti-psychic dark Pokémon. Special attack and special defense are raised by the Mind Badge **89**, along with receiving TM 04 (Calm Mind) and the ability to use Dive outside battle.



STORMY WEATHER

You'll soon wonder where all the land went as you travel south of Mossdeep City. The ability to dive will turn this section of the game into a Cousteau special, so be prepared when you surf south to Route 127 and dive into the darker waters. Be sure to also look for a number of trainers and items on the surface and on various small islands.

The true intent behind Team Magma/Aqua's game-long crime spree will now come into focus. Head south from Route 127 to find the similarly watery Route 128. A roughly circular patch of dark water can be seen in the southeast area, but don't dive into it. Instead dive into the dark water south of it, by the female trainer nearby.

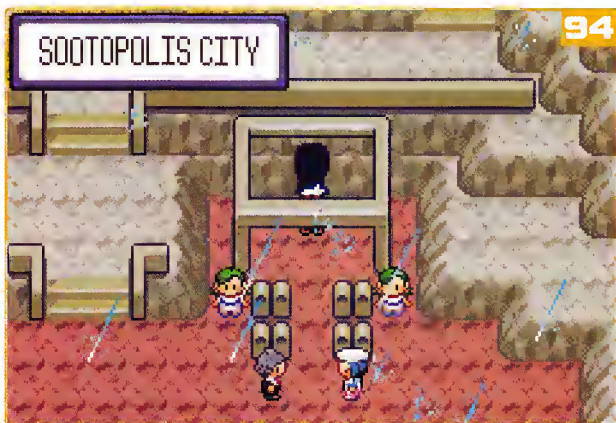
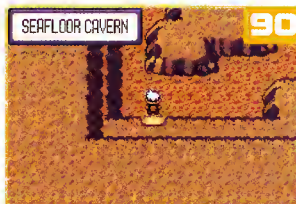
Once underwater, you'll see the entrance to the Seafloor Cavern 90, a discovery Capt. Stern mentioned he had made in his now-stolen submarine. Be sure to have Pokémon who know strength and rock smash, as the quiet cave remains filled with a number of heavy boulders and rocks that block the way.

A number of lesser team members have been left behind to stall your progress; defeat them and shake them down for information. When you find two rooms with string currents 91, use surf to navigate your way into the doors. You'll push many boulders before finding a hazy room and a long-dormant ancient Pokémon 92.

The team leader who is causing all the trouble will challenge you as you examine the ancient Pokémon, but even such power can't keep him from being a middling challenge. Disturbing the ancient Pokémon does have consequences, and the world starts to fall out of balance soon afterwards 93. Head northwest of the Seafloor Cavern to find Route 126 and Sootopolis City 94. Dive at the bottom of the large circle of deep water surrounding the white mountain to find the city's entrance.

The resident have locked themselves indoors after the drastic weather change, and stay there until you clear the Cave of Origin in the center of town. Snag HM 07 (Waterfall) from the cave, then battle the most rare and ancient Pokémon in the game. This will be your only chance to catch it, so make sure you do!

Head back up to Sootopolis to find the residents again opening their doors. The most important of these residents is the eighth and final Gym Leader, who is ready for combat with his team of Water Pokémon.



#198 Kyogre

RAIN BADGE

Water is one of the game's most basic types, but has a few exploitable weaknesses. Defeat Wallace's **95** five water Pokémon with simple electric and grass moves for the Rain Badge **96**, which completes your count of eight. It also allows command of all Pokémon levels, use of Waterfall outside battle, and use of TM 03 (Water Pulse).



VICTORY ROAD AND THE ELITE FOUR

This is it. Eight badges and countless battles into the game, the greatest trainers in the world are ready for your challenge. The Pokémon League is located in Evergrande City **97**, which also has a store stocked with powerful battle items.

Sail your way to the most southeast corner of Hoenn to find the city, passing a number of waterlogged roots and past the small village known as Pacifidlog Town. You'll encounter a number of raging currents as you surf east, and navigating them is key to finding the trainers and items waiting on the small shore areas.

Remember Wally? The little kid you helped catch his first Pokémon has grown from pitiful to powerful. His tiny Ralts is now in final form and unleashes a number of psychic attacks when you meet him on Victory Road. You'll also find the final member of the venerable Winstrate family here, though you receive nothing special for defeating the last family member. The only trainers left now are the Elite Four, plus a champion you've come to know well over the course of the game.



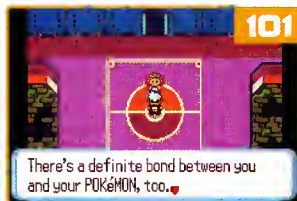
ELITE FOUR: SIONEY

98-99 His team of dark-type Pokémon can be countered by fighting types, but only so far. Two of his Pokémon are equipped with flying and psychic attacks that will destroy your fighters, so be ready with bug-typed backup.



ELITE FOUR: PHOEBE

100-101 Phoebe fields a ghostly team easily countered by Dark types. She only stocks one dual-type Pokémon, so your dark attacks will be effective against most of her squad.



ELITE FOUR: GLACIA

102-103 Like the name implies, Glacia fields all ice or ice/water Pokémon. Electric shocks are the answer here, supported by fighting-type attacks against ice-only Pokémon.

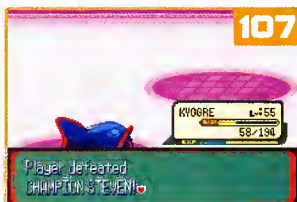
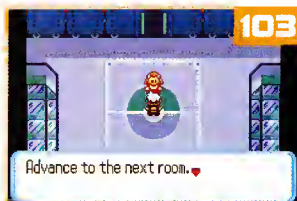
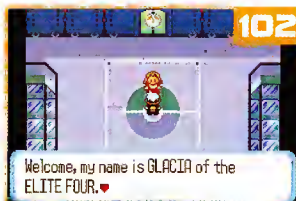
ELITE FOUR: ORAKE

104-105 This dragonmaster of a trainer has five different beasts, but all can be countered with dragon-type moves delivered by another type of Pokémon. Have more than one available if possible, as Drake's team has a variety of other attack types ready.

POKÉMON LEAGUE CHAMPION: STEVEN

106-107 His friendly advice has turned into unfriendly attacks, and Steven's steel Pokémon are a strategic challenge. You'll need a mix of fire, water, and fighting attacks to keep the offense going against steel while avoiding various types of attacks.

Once you defeat Steven, the title of champion is yours and all of Hoenn is ripe for exploring. The Battle Tower, S.S. Tidal, and a few more extremely rare Pokémon are yours for the taking. Now that the quest for badges is over, enjoy the rest of the challenges in Pokémon Ruby and Sapphire **108-110**.



ITEMS AND GOODIES

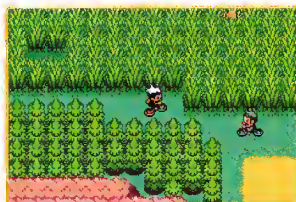
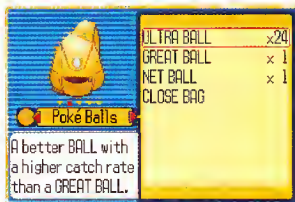
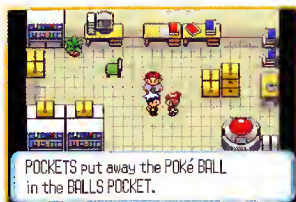
General items – The first pocket is devoted to the mishmash of potions, status healing items, and level/stat boosters that a trainer collects during their journey. This is the one pocket that will fill up constantly, so be sure to dump extras on your PC when given the chance to log on.

Pokéballs – The essential tool of any trainer, Ruby and Sapphire offers a wider selection of Pokéballs than any of the previous games. A dozen balls are available for different situations, from the friend-making Luxury Ball to the last resort used for that rarest of Pokémon—the Master Ball.

Berries – Handy items for your Pokémon to hold, these are also the stuff that Pokéblocks are made of. They heal a variety of status ailments in battle, plus other beneficial effects such as restoring HP or PP. Picking the right type of berry is necessary to raise the right statistic for your Pokémon contests.

HMs and TMs – The Hidden Machines and Technical Machines stored here teach your Pokémon new abilities. The new HMs can be used an unlimited amount of times, but the wider range of TMs can only be used once each. Careful use of these is crucial in designing a winning Pokémon team.

Key Items – All the “important” stuff will end up in the last pocket in your bag, including such actively used items such as the Pokéblock Case and bicycles, or merely passive ones such as the Coin Case. Unlike many games’ key items section, you’ll be visiting this one constantly during the game.



SPECIAL ABILITIES

One of the biggest changes in Ruby and Sapphire are the special abilities the Pokémon possess. Each of the 200 Pokémon has a unique ability that aids the creature in battle or provides some kind of extra help while exploring the world. These are not selected like attacks, but always active.

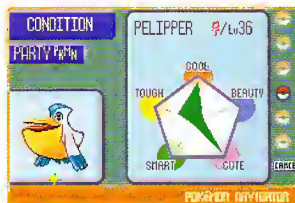
Battle abilities can be offensive or defensive—Whimsur's Soundproof prevents sound-based attacks such as Supersonic, etc. Though most abilities affect battle, a limited number do not, such as Zigzagoon's Pickup. Any Zigzagoon in your party will pick up things on his own, giving you a number of quality items for free.



CONTESTS:

The most expansive new challenge doesn't come in battle, but in the form of Pokémon Contests. Every Pokémon has a rating in five different categories: Cute, Tough, Smart, Beauty, and Cool, and can eventually participate at four different contest halls.

These ratings start at zero, but can be raised through consuming a new kind of item—Pokéblocks. Using the Berry Blenders in each contest hall, you and up to three friends can make Pokéblocks by playing a minigame. First, select a berry to use. This will determine what kind of Pokéblock is made. In the game, press A when the spinner passes your name. The more accurate you are, the faster the spinner goes and the better resulting Pokéblocks will be.



Each type of Pokéblock raises one or two of the five statistics, but not all Pokémon like all types of blocks. Pokémon have one of three responses when fed a block—most Pokémon will eat a block without comment, but if they eat it “happily,” the effect is heightened, and if they eat it “disdainfully,” almost no improvement is seen.

Contests themselves consist of two rounds. The first is a simple judging of the Pokémon's ratings in the selected contest category. Feed your team Pokéblocks if you hope to compete, and check their status with the “Condition” option in your Pokémon.

The second and more important round is where moves are used to impress the judge. Each of your Pokémon's four moves has a use in contests, whether to get cheers for your Pokémon or disturb someone else's from performing well. The main trick is to max out the five-level applause meter on your turn.

You don't get much of anything for winning these contests, but you do get the satisfaction of knowing people around the land of Hoenn respect your breeding and training skills.

A SECRET TO EVERYONE

A big fan of Animal Crossing? Ruby and Sapphire have their own miniature version of that game's home decorating in the form of your very own secret base. Once you receive the Secret Power™, teach it to a Pokémon and the ability to establish a secret base will be yours. Just check for square-shaped holes, certain Christmas-like trees, and bushes three squares wide.

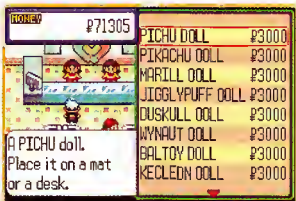
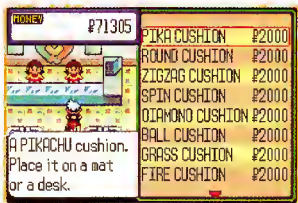
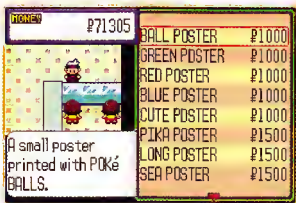
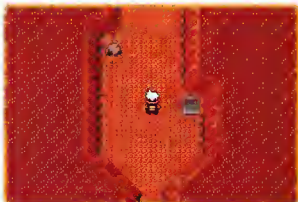
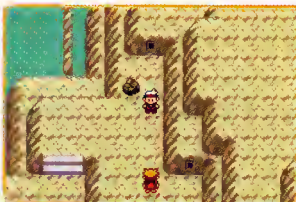
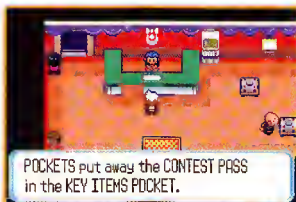
There's a wide variety of furnishings available for your base, consisting of 150 items across eight different categories: desks, chairs, plants, ornaments, mats, posters, dolls, and cushions. These are usually acquired from stores, but you can receive them from other trainers and find them laying randomly about Hoenn.

Every secret base location is different, so don't be shy about changing yours to a more comfortable one. If you do find somewhere better and decide to move in, all your furniture will be returned to your PC and the old base will vanish from existence.

Those hoping to collect decorations like they collect Pokémon may be disappointed to discover an overall limit of 16 items. Certain items will go on tables, but posters must obviously be placed on the wall.

There is one (and only one) practical reason to design a secret base. If a friend who you battle with via link cable has a base, his will appear in your version of Hoenn. If you've climbed to the highest heights of Pokémon champions, then you'll be able to battle that friend in their base.

Besides that, the Secret Base exists only as an extra diversion to the game's hefty serving of battles and more battles. A low key extra to be sure, but those who have spent months searching for rare furniture in a certain other Nintendo game should feel right at home.



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ZELDA: THE WIND WAKER



GBA PLAYERS

If you link your Game Boy Advances to your GameCube you'll experience added gameplay features. On you GBA screen you'll play as Tingle. Tingle can go places Link can't go to. A big "A" will appear on the GBA screen to indicate a place Tingle can get to that Link can't.

PG takes you island-hopping through link's new adventure



I'M SAILING AWAY...

The great sea revealed, but what lies beneath? check out our map



It'll take you a while (and a lot of fish food) to get your bearings, so we've supplied the complete cartography. We'll refer to the islands by name, so just look them them up on this giant brown map and set sail. When it comes time to retrieve the Triforce, find the maps first; they'll tell you exactly where to find the actual pieces.

MAP KEY



= Triforce Map



= Triforce Piece

A1 Forsaken Fortress
2 Four-Eye Reef
3 Western Fairy Island
4 Three-Eye Reef
5 Needle Rock Isle
6 Diamond Steeple Island
7 Horseshoe Island

B1 Star Island
2 Mother & Child Isles
3 Rock Spire Isle
4 Great Fish Isle
5 Islet of Steel
6 Five-Eye Reef
7 Outset Island

C1 Northern Fairy Island
2 Spectacle Island
3 Tingle Island
4 Cyclops Reef
5 Stone Watcher Island
6 Shark Island
7 Headstone Island

D1 Gale Isle
2 Windfall Island
3 Northern Triangle Isle
4 Six-Eye Reef
5 Southern Triangle Island
6 Southern Fairy Island
7 Two-Eye Reef

E1 Crescent Moon Island
2 Pawprint Isle
3 Eastern Fairy Island
4 Tower of the Gods
5 Private Oasis (Link's Oasis)
6 Ice Ring Isle
7 Angular Isles

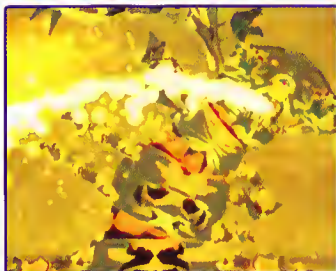
F1 Seven-Star Isles
2 Dragon Roost Island
3 Fire Mountain
4 Eastern Triangle Island
5 Bomb Island
6 Forest Haven
7 Boating Course

G1 Overlook Island
2 Flight Control Platform
3 Star Belt Archipelago
4 Throned Fairy Island
5 Bird's Peak Rock
6 Cliff Plateau Isles
7 Five-Star Isles



■ DRAGON ROOST CAVERN

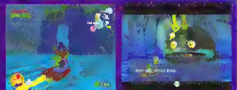
The search for Aryll begins on Dragon Roost Island (we're going to assume you're smart enough to get past the first visit to Forsaken Fortress). Inside, you'll need to be aware of the following: unlit torches (light 'em); the weapons enemies drop; using bomb flowers to create paths and water jugs to create temporary platforms; and elevators. When you get the grapple hook, pay attention to Link's eyes—he might be looking at a grapple point. The first boss is probably the most intimidating in the game, but he's really not so tough. Use the grapple hook to lock on to the tail wagging above and bring the house down on your target. Do this thrice. When his armor breaks off, use the hook to bring him in for the kill. You'll get Din's Pearl as a reward.



■ Get yourself all the way to the top of the mountain; you'll find Medli imprisoned. Get her out of there, and you'll get the grapple hook. Grapple your way back down inside and cut the three ropes holding up the platform (right). Ride it all the way down and follow the path to get the Big Key.

■ HOMECOMING

After saving Makar from the Forbidden Forest, you have only one pearl left to collect. But once you arrive on Great Fish Isle, there's no dungeon to be found. Sail back to Windfall Island and collect the bombs from Tetra's pirate crew, then head back home to Onset. To get the last pearl, sail around the back and launch bombs at the rock slate that's blocking Jabun.



■ The Deku Leaf is a tool of many uses. It can serve as a life-saving parachute, short distance hang-glider, enemy keeper away, and a switch activator. Use it to propel the lifts, but make sure you hit it at the right angle (those things are two-way). Almost as cool as the boomerang. Almost.



■ FOREST HAVEN

The next stop is Forest Haven, a straight shot to the south. Be sure to pick up the second bottle on the way down (see below). Get the Deku Leaf from the Great Deku Tree (take your time with the plant launchers) and coast across the water, using the cyclone as a lift. Inside the Forbidden Forest, head first for the upper floor to retrieve the boomerang, then use that to cut down the giant flower, which will fall and crash through the floor down into the basement. That's where the Big Key is. Activate the fan, fly back to the first floor, and then head into the boss room. That plant boss just ate your boy! Break in your new boomerang by cutting the plant's support vines (look out for the lower attack vines, they'll slap you silly). When he comes crashing down, shred him like lettuce and save your buddy.

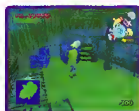
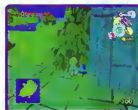
■ BOTTLED UP INSIDE

The first bottle, you'll get automatically when you help Medli get up to the dungeon entrance. Take the bottle she gives you, fill it with some water from the fountain, and pour it on the wilted bomb flowers.

The second bottle you can get from a pirate submarine just off the shoreline of Bomb Island. Hop on board, clear out the remaining crew, and grab Bottle #2 from the newly appeared treasure chest.

The third bottle can be purchased from the traveling salesman near Rock Spire Isle. It's going to set you back 500 rupees, so be sure you have the big wallet by then (see the next page for details on finding that).

The final bottle can be obtained by catching a thief on Windfall Island. Make sure it's nighttime, then follow the blond girl around town (make sure she doesn't see you). When she's trying to open the safe, make the bust and tell her you won't let her go. She'll see the error of her ways and give you the last bottle in return.





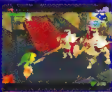
■ Make use of the many statues laying about in the Tower of the Gods. Any you can't control (or those that straight-up attack you) can be used as weights that are just super for activating switches. The rotating eye lasers also make a triumphant return—just don't let them see you.

TOWER OF THE GODS

Finally! Some arrows! The Tower of the Gods starts out with some fluctuating water levels. Move whatever crates you see into position to serve as stepping-stones when the water rises. In the second phase of the dungeon, you'll have to guide three statues into the main chamber. Use the Command Song to take control. In the room with the light bridge, have Link stand on the switch, then have Mr. Hoppy hop on over to the other side (you can use the grapple hook to get yourself back across). When the light elevator has been activated, head up. Roll past the lasers on the outside (some can be destroyed with arrows) and head into the boss chamber. "Andross? Is that you? No? Sorry, I must be thinking of someone else. I'll just fire at your floating hands, then attack your face with arrows and bombs three times. Wait, are you sure you're not Andross?"

UNDER THE SEA

Take the three orbs to the three Triangle Islands (Northern, Southern, and Eastern) and place them in the respective holders. Sail to the Tower of the Gods and you'll learn not only that the legends are true, but also the true nature of the world in which you sail. Suddenly, saving your sister isn't the only thing you have to worry about...



FORSAKEN FORTRESS

Now that you have the Master Sword, it's time to rescue Aryll and give Gandondorf a bit of payback. When you get to the main courtyard, Shadow Gandondorf appears. Veterans of *Ocarina of Time* will recognize this attack pattern: Volley the energy balls back and forth until he can't keep up, then strike with the sword. Upon vanquishment, collect the Skull Hammer and travel to Gandondorf's room. Aryll's been rescued and Tetra and her crew reappear on the scene, but there's business to finish with the giant bird that started this whole mess. The room will fill with water, so just keep running all the way to the top. When your feathered friend joins you at the apex, welcome him to the party with a hammer blow to the face. Do the same thing outside, but you have to taunt him into getting his beak stuck.



■ Watch your timing during the whole volley sequence: Swing early. Unless, of course, you enjoy being knocked on your ass and laughed at. You don't need to worry about the spotlights this time, either. Gandondorf couldn't cover payroll this month, so the guys running them could care less.



THE FAIRIES

Northern Fairy Island: You'll need bombs to get in, but once you do, you'll get a brand new bag that can hold 1,000 rupees.

Eastern Fairy Island: Sinking those enemy pirate ships can be difficult, and you don't want to be wasting firepower when you get little in return. But when you can carry 80 bombs, you'll have more room for a little cannonball fun.

Southern Fairy Island: Nobody will mess with you and your boat, now that you've got 99 bombs. Bomb open the door and take what's coming to you.

Western Fairy Island: You'll need the Skull Hammer, so Western Fairy Island will have to wait until after your second trip to Forsaken Fortress. This is where the first arrow upgrade is; your quiver can now hold a maximum of 60.

Thorned Fairy Island: At the top of the door is a switch that requires a good hammerin'. Drop on down and receive the second arrow upgrade. You're now maxed out at a generous 99. Use them without prejudice.

Mother & Child Isles: You can only get inside by using the Ballad of Gales. Warp inside and receive the Fire & Ice arrow upgrade. You'll need these to cool off Fire Mountain and heat up the Ice Ring Isles.

Outset Island: Go back into the forest where you first rescued Tetra. Blow up the rock and you'll increase your rupee capacity to a whopping 5,000.

Two-Eye Reef: Head south to Two-Eye Reef and be on the lookout for a flock of seagulls. That's the sign that a giant squid is somewhere in the proximity. Use the boomerang to free her and you'll get your magic meter doubled.



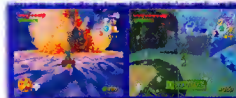
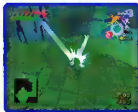


EARTH TEMPLE

You'll find Medli hanging out on Dragon Roost Island. Play her the Earth God's Lyric and she'll follow you to Headstone Island. Fly Medli to the top and step on the switch to let the sunshine in. There are three things to look out for in this temple: opening up the sun sources (try using fire arrows on red banners), the blue fog (use the Deku Leaf to blow it away), and Stallos (fire arrows at his head to stun him, then kill before he re-bones himself). You'll eventually get to the big room with the blue portable mirrors. Push the mirrors that are already out into their locked positions, then deflect the beams into the sun icons all around the room to find the others. Move the rest of the mirrors into position—if you do it right, you'll be able to deflect light at the giant sun icon. The boss of this temple is comprised of a group of smaller bosses. Use the sun to solidify the big form, then toss him into the spiky columns. Quickly attack the smaller guys before they regroup. When there are only a few left, the sun beam starts to fade in and out around the room. After the battle, collect your Heart Container and continue on.



■ The key to the Earth Temple is sunlight: Until you get the Mirror Shield, you'll have to use Medli to deflect the rays into the stone statues. When the two of you team up, you'll need to position her in the right place, then revert back to Link to complete the chain. Playing the Command Song gets a little tedious, so make sure she's in the right place. So Link can catch the beam.

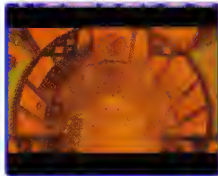
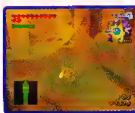


ACCESSORIZE

Before you can enter the Temples, you need some vital upgrades. Sail around until you find the giant cyclone. Fire a few arrows at Cyclos and he'll teach you the Ballad of Gales. Use that to warp to the Mother & Child Isles, where you get the Fire and Ice Arrows. Use those arrows to get access to Fire Mountain (Power Bracelets) and Ice Ring Isle (Heavy Boots).



■ Close to the Boss room is a long hall with fans blasting air. You need to get yourself and Makar to the end, but your heavy boots aren't fast enough to get past the three slicers. Push the first block and pin the slicers against the wall to clear the path. You can block two slicers with one block; push the second one into the crevice, then the third one goes at the end. Walk on.



WIND TEMPLE

Retrieve Makar from the waterfall at the Forest Haven and bring him to Gale Isle. He'll get captured early on in the dungeon, so you have to bust him out. In the large circular room, note that the floor is a giant grate. One that needs to be opened, in fact. When you get it open (it's just a switch on the other side), drop all the way down to the bottom and clear out the basement. You'll eventually get the Hookshot and activate the giant fan. Ride the wind up to the top with the Deku Leaf, apply the Heavy Boots, and Hookshot the giant statue that's unjustly imprisoning Makar. Continue on to the top of the circular room and through the remainder of the dungeon, alternating between tree-planting and hook-shooting. Make sure you have the Boss Key before you get too far, because backtracking with Makar isn't much fun. The sandworm boss is fairly easy, but the smaller worms will mess up your targeting. Get as close as you can (without getting swallowed up) and hookshot the tongue. Hack, hack, hack away.



GANON'S TOWER

In order to get here, you need to assemble the eight pieces of Triforce. Tingle will get you started on this by giving you the IN-credible Map. Once you have all eight pieces, head to the Tower of the Gods, down to Hyrule, and up to Ganon's Tower. The initial part of the tower involves battling the four bosses you've already met, sans color. Other than that, they're exactly the same, so use the tactics previously employed. After vanquishing all four, go through the door and up the stairs. Go to your left and drop down into the pit to finish off Shadow Ganon (see caption for instructions). Keep climbing up the stairs and into the marionette chamber. This boss has three forms, each of which is susceptible to attacks on the tail. Aim your Light Arrows accordingly. The first phase requires use of the boomerang—snap the strings to get access to the weak point. The second spider form will jump on you from the top, watch his reflection in the pool and line yourself up with where he lands. The third form...just be fast.

Ascend to the top of the tower using the rope and grapple-hook points located up in the rafters. The King will appear and throw a wrench into Ganondorf's little scheme. Understandably, he's a little upset, so he decides to take it out on little kids. It's on. Zelda's got your back (and your bow): She'll fire Light Arrows at The Dori to distract him. When she connects, hit him hard, then quickly back away. He'll catch on and knock her out, so until she recovers, you're on your own. Use the parry move and you can score two or three extra hits. When Zelda wakes up, she'll start firing arrows at you. Don't worry, she still likes you, but you have to use your shield to deflect them up into Ganondorf's face. When he's stunned, get close and hit A to give the old guy a...splitting...headache. Long live Hyrule!



■ You need to take out Shadow Ganon, but you need the Light Arrows to do it. After you knock him out, his sword will fall and the hilt will point toward a door. Go through the door and keep repeating the process until you come across the Light Arrows. Go back into the main room and finish him off, take his sword, and bust open the last door.



■ Ganondorf is quick with his swords, so you'll have to be quicker with the pany. Zelda will be using your bow to shoot Light Arrows at his ugly mug—when he's stunned, strike quickly and retreat.





WOLVERINE'S REVENGE

By Zach Meston

We've decided to celebrate the release of X2: Wolverine's Revenge in the best way we know how: by blowing out the game with an assemblage of lovely level maps, step-by-step walkthroughs of every stage, and solid strategies for every boss battle. Heck, we've included everything but the adamantium skeleton. Since the game's first level walks you through the control scheme, we'll skip the basics and slice straight to the action. Snikt!

ACT 1: CANADIAN WILDERNESS



STAGE 1



STAGE 1

Welcome to the requisite tutorial stage. Move in front of each disembodied head of Professor X [1] and press the B button for insight into the various game controls: A to jump, B to attack, L to unsheath your claws for extra-hurtful attacks. Smash the crate [2] and take the Dash Power-Up inside, which allows you to run (by holding down the R button) and jump greater distances. Jump onto the crates in the snow and get a running start to leap over the gap [3].

STAGE 2



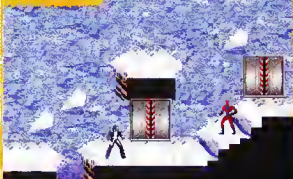
STAGE 2

Use a running jump to clear the chasm at the start of the stage [1] and engage in hand-to-hand combat with the Hellfire mercenaries [2]. You can duck under the bullets they shoot at you, but you can't dodge the grenades they lob at you, so get in close and rip 'em apart with your claws. There's a module atop the wooden structure [3], but you can't leap up to collect it just yet; come back after you've found the proper power-up. After leaping the next chasm, slash at the air with your claws until you enter Rage Mode, as per Prof X's advice [4], and slash your way through the next group of mercs.

STAGE 4

This "stage" is a frantic fight against a series of mercs that pour out of the doorways. Position yourself to the right of the lower doorway, far away from the chasm on the left side of the stage, and slash your way into a Rage Mode. Now you can slash the mercs as they emerge from the door, knocking them into the chasm.

STAGE 4



STAGE 3

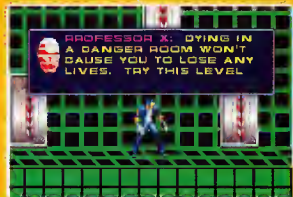
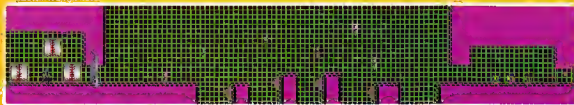
Dash across the wooden bridge as it collapses behind you [1]. There's a second bridge later on in the stage. You'll also encounter your first red-suited merc in this stage [2], armed with a bigger gun and slightly thicker armor than his blue-suited counterpart. (And I don't know how much these guys are getting paid, but it surely isn't enough to wear such unfettering, cellulite-hugging attire.) There's an extra-life power-up inside the crate [3].

STAGE 3



DANGER ROOM

Because you receive Infinite lives for each of the eight Danger Room bonus stages, it's kind of silly to describe them to you; if you can't get through a stage with infinite lives, it's probably time to take up a new hobby. We have kindly shared maps of each Danger Room with you, however, and we note that completing a Danger Room rewards you with extra lives and/or continues. If you're running low on either, play through the Danger Rooms to boost your supplies.



Try and try again. You've got nothing to lose but time and extra lives and continues to gain.



ACT 2: SABRETOOTH'S TRAIL



STAGE 1

In this stage, you're dashing from left to right and following Sabretooth. While Prof X says you need to stay at a certain "range" from him, as indicated by the meter in the upper-right corner, all you really need to do (on the Normal level of difficulty) is avoid touching Sabretooth or letting him disappear off the

STAGE 1



right side of the screen. Avoid the first wooden crate **(1)**, as there's nothing in it. When you reach the "fork" in the stage **(2)**, jump onto the higher platforms instead of following behind Sabretooth, or you'll drop through the wooden bridges as he moves over them. When you come to each of the snowbanks **(3)**, briefly release the D-pad and rapidly press B three times (with claws out) to quickly smash through it. (If you hold the D-pad to the right as you press B, your first attack is a time-wasting spin, and you have no time to waste). Sabretooth only breaks parts of the final two bridges **(4)**, so drop straight down after the second snowbank (without jumping to the right) and continue pursuing him directly. Don't miss the extra life in the crate just before the end of the stage **(5)**.

STAGE 2



STAGE 2

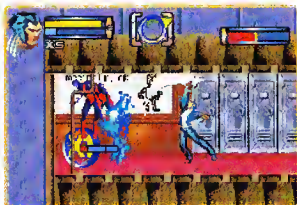
A very short and sweet stage. Slice and dice the two mercs **(1)**, then break through the snowbank and press B to hit the switch **(2)**, which opens the door to Stage 3.

STAGE 3

Sneak up behind the first merc and press UP + B (with claws sheathed) to perform an instant-kill stealth attack **(1)** (either a judo chop or a claw stab, but we don't care which, as long as it kills him). If you flub the attack and the guard trips the alarm, finish him off and wait for the alarm meter in the upper-right corner to tick away **(2)**.

Don't walk through the security beams, or you set off the alarm and provoke several flying orbs that emerge from the blast doors and smash into you (although you can claw or punch them out of the air). Instead, leap up the floating platforms to a switch **(3)** and hit it to disable the beams directly below. Drop down and proceed to the right. In the next area, jump from the steel crate to the floating platform, then up to the second. Move to the right side of the platform, wait for it to float to the top of the room, and take a running jump to the left and over to the Wall Cling Power-Up **(4)**. Now you can extend your claws and stick to any wall (or platform!), and claw-climb up any wall as well. Try your new talent now, won't you? (Remember to head back to Act 1 and collect the module for Danger Room 1 after you've completed Act 2).

When you're done funnin', leap over to the switch on the right and hit it to turn off the beams below.



camera to the left; jump across and slash it as you fall past it. Continue left into the room with two mercs; slay the one on the left and take the cardkey he drops **(10)**. (You'll almost certainly trigger the

alarm during the fight, so watch for pods to come at you from the right).

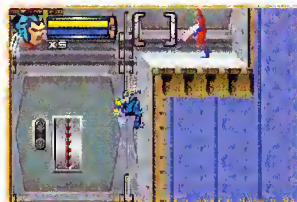
Drop down and proceed to the right. Use your newfound Wall Cling talent to leap up the wall, then retract your claws and give the guard a stealth kill **(5)**. Proceed up and right, but don't run into the tunnel; wait for the moving beam to appear **(6)** and dash past it. There's a second beam in the tunnel, but if you run straight through, you'll be okay. (If you set off the alarm, position yourself next to the door and slash the orbs as they emerge). Jump onto the blue circular platform to trigger the first checkpoint **(7)**.

Past the first checkpoint, leap up the wall and give the guard a stealth kill **(8)**, then jump across to the left and head in that direction. Watch out for more security beams in the narrow corridor. Proceed left until you reach the switch, and whack it to disable the wall-mounted camera **(9)**. There's a second

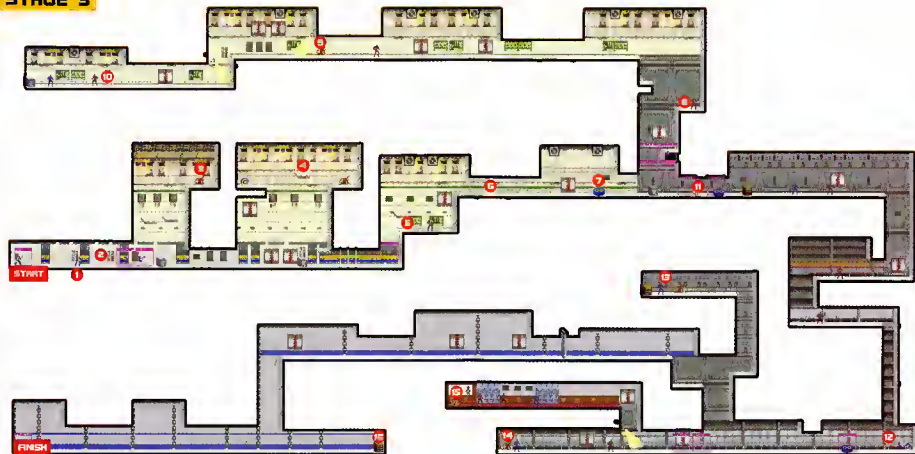
alarm during the fight, so watch for pods to come at you from the right).

Return to the first checkpoint and proceed to the right, opening the door with the cardkey **(11)** and hitting the second checkpoint. Now proceed down the corridor, slaying the mercs in your path with stealth or Rage, depending on your whim. Watch out for the beam in the narrow tunnel just before the third checkpoint. Grab the scrap of Sabretooth's clothing **(12)** in the corner, which activates a "compass" of sorts.

Move left and climb up into the passage, then continue up and right (disregarding the scent-radar for now). Make your way to the switch and crate **(13)**, with a single merc guarding them. Hit the



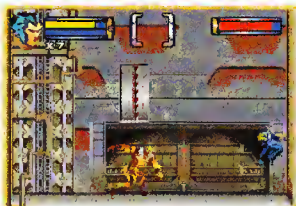
STAGE 3



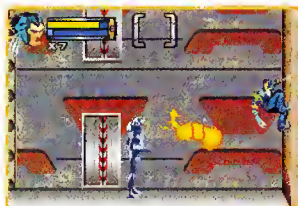
switch and grab the module to unlock Danger Room 2. Return to the lowest passage and head left all the way to the switch **[14]**. Smack it to open the door, then return right and climb up into the next passage, with a one-up at the end **[15]**. OK, now you can pay attention to the scent-radar. Follow Sabretooth's whiff up, left, and around. Open the crate **[16]** in the final passage for another one-up, then head left to the finish.

STAGE 4

This "stage" is a battle with Sabretooth. Claw-climb into the upper-left corner and watch Sabretooth's attack pattern; he simply stands on the left side of the room for a while, then dashes to the right side and waits for a while, then repeats the process **[1]**. Stay high on the wall and wait for Sabretooth to run to your side of the room, then drop down next to him **[2]**, quickly slash him once or twice **[3]**, then claw-climb onto the wall across from him **[4]** before he runs at you. Remember to retract your claws for some healing-factor action if necessary. After doing some damage to Sabretooth, he starts leaping into

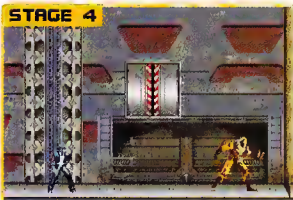


the air as he reaches each side of the room **[5]**; counter this by leaping over him and dropping to the floor as he reaches the wall. Continue the slash-and-run tactics until he's toast. You can also toss out all the "strategy" and simply kick yourself into Rage Mode as quickly as possible **[6]**, tearing Sabretooth apart before he does the same to you, but what's the fun in that? (OK, a lot of fun).

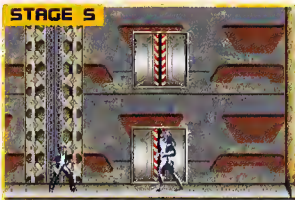


Now you're fighting against Shiva, the self-defense mechanism of Weapon X. Shiva is devastating at close range, and can also pound you with fireballs from long range **[1]**. Use the same strategy you did against Sabretooth, slashing and running and climbing the walls to avoid counterattacks. After destroying three individual Shivas (the third accompanied by an orb), two Shivas enter the room at once; you're almost certainly going to take damage at this point, and will need to use the healing factor. Claw-climb the wall, wait for both Shivas to move under you, then drop and run to the other side of the room with claws retracted to kick in the healing. Wait for the Shivas to get close, then jump and claw-climb again. Repeat the process until you're healed up, and resume the attack. Destroy both Shivas to complete Act 2.

STAGE 4



STAGE 5



ACT 3:
RING OF FIRE

STAGE 1

Per the advice of P.X., walk to the right and kill the first three mercs with stealth attacks, then leap up the wall [1] and break the crate to the left [2] for a one-up. Don't worry if you trigger an alarm up here, as none of the ninjas that pour out of the doors when the klaxon goes off will be able to attack you. There's a continue [3] atop the next building to the right, but you can't reach it yet; come back when you have the proper power-up. Return to the ground and

jumps, so don't be concerned if you need multiple attempts. Run left at the top and take the Danger Room 3 module [3], then return to the right and hit the checkpoint [4]. There's a second checkpoint [9] in the lower-right, but you'll never need to hit it; just run across the rooftop and leap over to the finish.

STAGE 3

Beware of the plasma-ball-spouting robo-spiders [1] as you proceed to the right and claw-climb. When you reach the steel door, start climbing again and hit the switch at the top [2], then drop back down to the checkpoint [3]. You'll encounter mercs and ninjas during the climb, but nothing you can't handle. From the checkpoint, head to the right and leap across the gap. Claw-climb the wall until you're underneath the

RIGHT and allow yourself to slide down each wall segment. Keep holding RIGHT until you land just below the Slide Power-Up [10]. Climb up and grab it; now you can slide by pressing DOWN + R. Return left to the chasm, leap over to the left, and claw climb into the corridor, sliding to the second checkpoint [12]. Proceed to the right and leap your way up the ledges; the final jump at the top is the most challenging. Climb to the top of the left-hand wall before leaping to the conveyor belt on the right [13].

STAGE 4

From the start of the battle with Pyro, immediately claw-climb into the upper-left corner, then jump onto the segment of left-facing wall. Keep claw-climbing in place and wait for all three of Pyro's flame-walls to

STAGE 1



STAGE 2



head right to the checkpoint [4]. Continue right, killing mercs with stealth when you can, and clawing (and the alarm-summoned ninjas) when you can't. When you reach the next wall [5], climb all the way to the top, then leap left across the rooftops to the one-up [6]. Return to the ground and walk right to finish the stage.

STAGE 2

Run to the right and use stealth whenever possible, as the ninjas in this stage are stronger than the last. When you reach the pond [1], start claw-climbing the walls, jumping from one outcropping to the next [2], until you reach the top. It's a tricky series of

ledge [4] and prepare for a tricky maneuver; you have to leap up and left and off the wall, then quickly steer back to the right and claw into the ledge [5]. Proceed into the corridor above and take the one-up on the left, guarded by red, green, and blue soldiers [6].

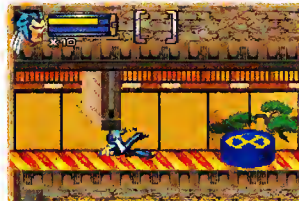
Return to the chasm and drop down, steering right as you fall to land in the corridor below the second checkpoint [7]. Kill the merc and ninja and proceed to the right, watching out for the dripping slime on the ceiling [8]. When you reach the conveyor belt, jump onto the platform [9], then leap left and claw-climb the wall. When you reach the top [10], jump to the right and claw into the wall, then hold the D-pad

STAGE 4

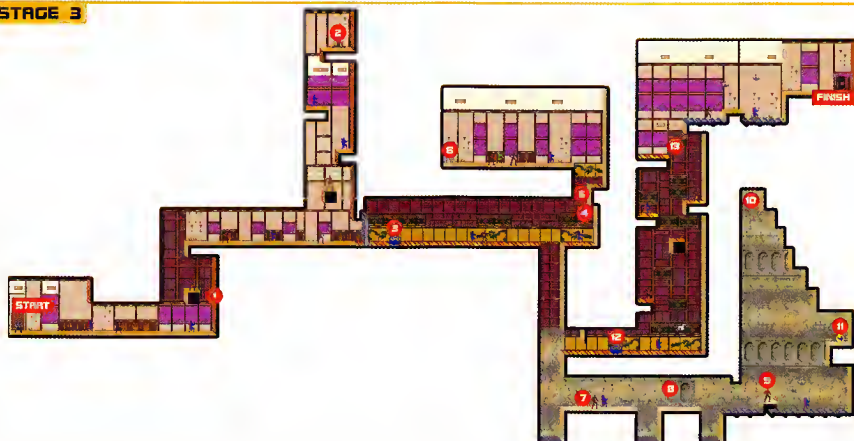


dissipate, then slide off the wall and drop to the ground just before Pyro launches his flame-ring. (If you slide down too soon, Pyro launches the ring horizontally, and you can't avoid it). Run away from Pyro to avoid the ring, then slash him until he generates a new ring around himself. Run to the opposite side of the room, claw-climb into the corner, and repeat the process. If you need to use the healing factor, do it when Pyro is making his flame-walls.

After you do some damage, Pyro changes tactics; now he alternates between firing a flame-ring and unleashing two flaming birds (which can be destroyed with your claws). After releasing the birds,



STAGE 3



Pyro moves to the other side of the room. Dodge or jump over the ring, swat the birds, and deal damage to Pyro. This is an excellent time to use the healing factor, since there are long pauses between Pyro's attacks.

When his energy meter is bottoming out, Pyro changes tactics yet again; now he alternates between a flame-ring and a flame-monster. Stay on the ground until the flame-ring is launched, then climb onto the wall segment in the corner. Jump in place and wait for the monster to march across the screen

and launch a flaming uppercut (which misses if you're on the segment). Drop to the ground and finish off Pyro to complete Act 3.

ACT 4: UNDERGROUND OPERATION

STAGE 1

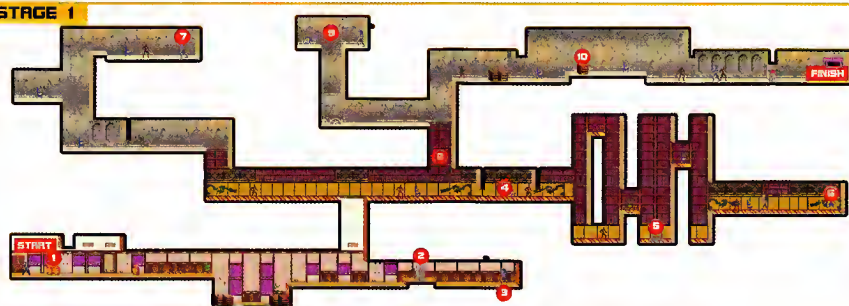
You can destroy all of the barrels in this stage, including the two at the start (1). Proceed to the right until you reach the door guarded by a red ninja (2).

Defeat the ninja, take the cardkey he drops, and go through the door to find a Shiva (3). Destroy the Shiva and pick up the first of five discs. Now return to the left and climb up into the next corridor, then head right and slide under the low walls (4). Continue to the right and through an area with a couple of spinning sawblades (5) that aren't fatal to the touch, but definitely hurtful. Keep going right and defeat the Shiva for the second disc, then hit the checkpoint and take the Somersault Power-Up (6). Now you can press A in the air for an extended jump.

Now for a long journey all the way to the left, past the

chasm and into a tunnel that leads up and left. Follow the tunnel around to the third Shiva and the third disc (7). Backtrack to the entrance of the area leading to the Somersault and double-jump up and left (8) into the next tunnel, with multiple slime drips. (You can't get enter this passage until you have the Somersault power-up). Move left, leap the spinning blade, and climb to (9) a one-up on the left and the fourth Shiva on the right. Exit the tunnel and somersault up and right into the final passage. Head right, smashing crates—including one with a one-up (10)—and smacking soldiers. The fifth and final Shiva is positioned just before the keycard-locked door (11) to the exit.

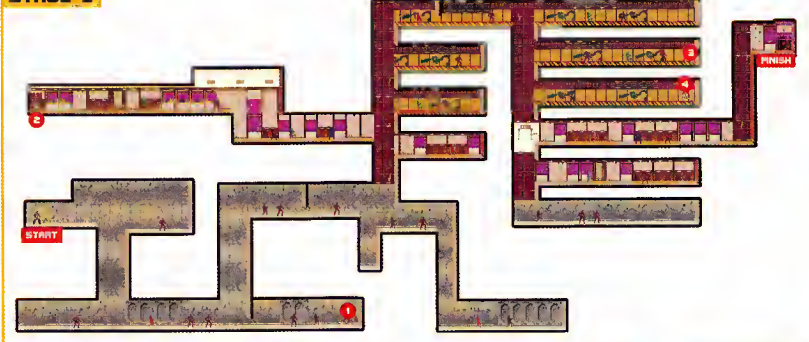
STAGE 1



ACT 4: UNDERGROUND OPERATION CONTINUED



STAGE 3



STAGE 2

Make your way through the stage and to the door, where a Shiva (1) holds the cardkey to the door. Blow up the Shiva, and through the door you go. Get ready to make much use of your healing factor as you work your way through the spinning blades. Use the Somersault for more distance up and over the blades. The second crate (2) has an orb inside, which is a cruel trick. Bust open both crates in front of the door to find the cardkey (3). Hit the checkpoint (4) and continue through the stage, leaping and

Somersaulting over the blades. Two Shivas (5) guard the next door. In the next ninja-filled area, break the crate on the lower platform (6) for the cardkey and make your way upward. In the group of two crates before the door, the one on the right (7) has a one-up inside. Beat the Shiva (8) in front of the door and head up and around to the exit.

STAGE 3

In this stage, you're racing the clock to reach the exit, which means you should consult our handy map to get through with a minimum of wasted time. From the start, make your way down and right, sliding under the wall and taking the strand of Mystique's hair (1), which activates your scent-radar. Return left and climb upward, following Mystique's unholy stench. Take a detour into the first left-leading passage and grab the continue (2) at the end. Return to the vertical passage and track Mystique's scent up and around. On your way down the next passage, duck into each passage on the right. The first has the module (3) to Danger Room 4; the second has a one-up (4); the third leads to the exit.

STAGE 4

While you don't get to brawl with Mystique, you do get to fight a large group of Shivas and ninjas, along with the occasional orb. The trick here is to lure all of your enemies onto the lower ledge, leaving the upper ledge free of foes; you can then retreat to the higher platform when you need to retract your claws and tap into the healing factor. Try not to enter Rage Mode; instead, use controlled strikes. You might even try fighting without your claws, to keep the healing factor constantly churning. After disposing of all the silver Shivas, a gold Shiva appears. Lure the golden

STAGE 4



god to the lower level and hack away until its legs blow up, then squat and kick its crawling torso to destroy it and complete the stage.



ACT 5: THE RESCUE

STAGE 1

This stage is a straightforward hack-and-slash, so make your way to the first checkpoint **[2]** at a leisurely, carnage-filled pace. You can destroy the tables **[1]** in this stage, not that it matters. Drop into the area just past the checkpoint and grab the continue **[3]** against the right wall, then climb back up and continue to the right. Make your way to the long platform in the upper-right corner of the stage

STAGE 2

In this stage, you have to gather five cowering students. From the start, head left and over the wall to find the first kid **[1]** on the other side. Now run to the wall on the far-left, climb all the way up, and head right to collect the second student **[2]**. Backtrack toward the start and continue right. Leap off the steel crate and go left to find the module for Danger Room 5 inside the crate **[3]**, on the opposite side of the wall where you gathered student #2. Continue to the right and drop way down into a corridor that leads to the third student **[4]**. Backtrack, climb up, and go up and around to the fourth student **[5]**, who's on the other side of the wall near student #3. Now head to the far-right wall,



and jump onto the wall above him, before he slides to the right and repeats the pattern. (If you don't somersault over the flopping arm, you won't have enough time to strike Red before he moves). You need to execute this sequence almost flawlessly to



[4], then turn to the left and start running. Jump from the very edge of the platform, then execute a Somersault at the last moment, to snag the side of the platform with the Dive Attack Power-Up **[5]**. This is a very tough jump. To execute the Dive Attack, jump into the air, then press DOWN + B.

leaping the flames, and punch open the crate **[6]** for a one-up. Backtrack to the left and jump and climb to the long ledge **[7]** in the upper-right corner of the stage. Now leap onto the square ledge, then run and jump left again to collect the fifth and final student **[8]**. Head left to the exit door.

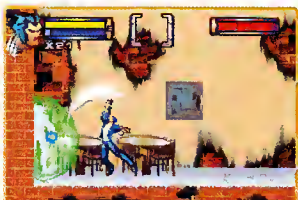
avoid being hurt, and you have very little time to use the healing factor.

After taking some damage, Red throws a twist into his attack pattern; now his flopping arm flops along the top of the room. All you have to do is slide under the arm instead of somersaulting over it, a much easier maneuver. If you survived the initial arm assault, this is the time to use the healing factor and refill all your energy.

When he's just about dead, Red starts unleashing two arms at a time, one along the floor and another along the roof. From the wall, somersault over the first, then land on the floor and immediately slide under the second—a flashy combo that will come with practice. Finish off Red to complete the stage.

STAGE 3

Omega Red is fast, furious, and very hard to defeat; you're going to bleed lives here. He's also surrounded by a radioactive field that causes slow but steady damage, so you can't get too close to him. From the start of the stage, immediately claw-climb into the upper-left corner. When Red slides to the left side of the room, immediately jump and dash to the right, and climb into the upper-right corner. Slide slowly down the wall as Red's flopping arm moves toward you, then somersault over the arm, strike Red with a flurry of two or three claw swipes,



ACT 6: NO MAN'S ISLAND

STAGE 1

There's very little to say about this stage, other than you can get through the entire level without setting off the alarm. When approaching the first guard [2] after the checkpoint [1], positioned between the wooden bridges, somersault over to him and quickly strike him. If you run across the collapsing bridge,

the noise draws the guard's attention. On the other side of the bridge [3], you have to Somersault above the camera and sneak up behind the guard as he walks to the right. Keep Somersaulting straight up to peek at the ledge; when you see the guard move to the right, execute the Somersault and run up behind him for the stealth kill [4]. Somersault to the right and to the finish.

STAGE 2

Somersault over the collapsing bridge [1] as Sabretooth crosses it. When Sabretooth pauses near the switch [2], quickly jump up and hit it before he starts moving again. Pursue Sabretooth across two small wooden bridges, then somersault up [3] to



continue inside as you proceed to the right, and don't miss the Danger Room 6 module [3] or the crate behind the locked doors [4], either.

STAGE 1



STAGE 2



STAGE 3



the ledge with the one-up crate and smack it. When Sabretooth starts moving again, ignore the floating platform. Instead, drop to where Sabretooth paused and run across the first two segments of the wooden bridge [4], then do a dashing Somersault to the right [5], landing on the wall. Climb up to the finish.

STAGE 3

The giant robo-spiders [1] are both very creepy and stronger than any of the mercs, armed with flamethrowers and grenade launchers and protected by powerful armor. Tap into your Rage to finish them quickly. Don't miss the semi-hidden crate [2] with a

STAGE 4

This boss battle is against a series of gold Shivas: two, then one, then another two. (There are also a couple of orbs that attack, but no big deal). The key here is NOT to go into your Rage, as the Shivas are simply too strong. Instead, whittle them down slowly by sliding past them and punching them with claws retracted. You want to keep your healing factor constantly working in this battle. Run or slide away from the Shivas when you need to heal, then move in close and punch 'em for a while, and repeat the process. Destroy all five Shivas to complete the stage.



ACT 7: BELLY OF THE BEAST

STAGE 1

Here's another stage where stealth is highly recommended. Head right and knock out the first two guards, then climb upward past the security camera (which will almost certainly tag you, so get ready to swat a few orbs). Go right, down, and around to grab the Danger Room 7 module (1).

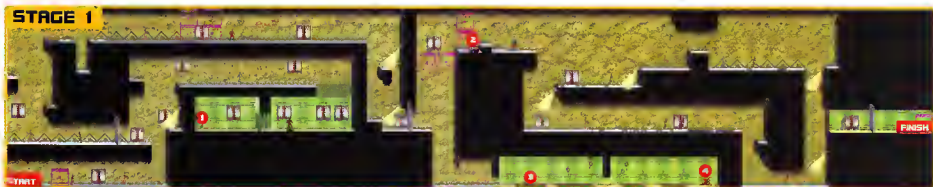
Proceed across the floating platforms to the conveyor belt (6); destroy the three robots above it, then do a running somersault across to the exit.

STAGE 3

From the start, head right and climb up the wall until you're below the continue (1). Somersault-jump up and right, and grab onto the right side of the ledge—a tough but doable maneuver. After grabbing the continue, drop back down and leap across the square ledges. When you reach the metal crate, leap up into the tunnel and follow it up and left to the Ceiling Cling Power-Up (2) and a checkpoint. Now you can hug the roof by jumping upward and pressing A with claws extended. (To move from a roof to a wall, push

STAGE 4

After all the build-up to the confrontation with Sabretooth, he's not all that hard to beat. At the start of the stage, retract your claws and destroy the spiders on either side of the room. Sabretooth's simple attack pattern is to charge back and forth, from one side of the room to the other, and pausing for a few moments at each. Run to the side of the room across from Sabretooth and wait for him to charge, then Somersault up and right, over the drop of slime from the ceiling. Land, quickly turn and punch Sabretooth once or twice, then run to the opposite side of the room and repeat the attack pattern. The drops won't always stay in synch with Sabretooth, so adjust your jumps accordingly, and



Backtrack to the camera, then head left and follow the long pathway up and around. After exiting the vertical passage with two cameras, climb up to the checkpoint (2), then drop all the way down and head right to the switch (4), which you darn well better activate. Don't step in the slime pools (3) along the way. Backtrack to the checkpoint and head to the right, taking either path to the exit; the upper path is slightly shorter and safer.

the D-Pad toward the wall and press A). Backtrack to the metal crate, go to the right, and practice your newfound power-up (3) as you make your way toward the finish. During your second roof-climb, when you reach the end of the roof section (4), you automatically leap to the right; do a Somersault to reach the wall. Don't miss the chamber with the one-up (5) shortly before the exit, which is "guarded" by two spinning (and stationary) blades.

keep your claws sheathed to kick in the healing factor. You can also dispense with the strategy and kick yourself into Rage as quickly as possible, staying in the middle of the screen (to avoid the slime) and smacking Sabretooth faster than he can smack you.

STAGE 2

The spinning blades in this stage (1) move back and forth, making them slightly trickier to get past (but not much). There's a fun sequence (2) in which you have to slide, jump the blade, and slide again. When you reach the two square platforms (3), move to the left side of the first and do a running somersault to the right in order to reach the second. Drop onto the floating platform and duck, then slide onto the second platform (4) when it's in position. Leap from the second platform up to the switch (5) and hit it.



ACT 8:
SHOWDOWN

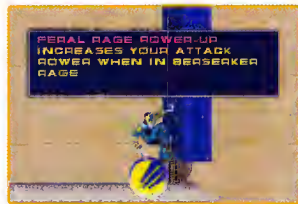
STAGE 1

You don't have time to fight anyone, so just concern yourself with climbing upward as quickly as possible. From the start, run right and climb up to the floating platforms. Leap up to the roof, grab hold, and jump up through the hole [1]. Run left and climb the wall, then jump right to the ledge. Hop onto the underside of the floating platform [2] and press UP to flatten yourself out as you float between the blades. Quickly drop and climb all the way up the right-hand wall. Now work your way over to the far-left wall and climb upward until you reach a blade. Leap right to the square platform [3]. Now do a running Somersault to the right and grab the wall above the blade. Climb all the way up and take the one-up [4], then drop down and steer left to the wall with the blade on top [5]. Somersault upward to the roof and climb past the blade, then jump to the left wall. Climb all the way up and go right to the exit.



STAGE 2

We aren't going to include every screenshot of this stage, for reasons that will soon become clear. From the start of the stage, head to the right, through blades and robo-spiders; the crate [1] in the far-right corner has a cardkey inside. Return to the left and climb upward, then head right and open the door. Continue through the passage and hit the first checkpoint [2]. From the checkpoint, head to the far-left wall and climb up to the next ledge [3]. Run to the right and climb the wall until you reach a ledge on the left; jump over, run left, and take the scrap of Jean's clothing [4] to activate the scent-radar.



Backtrack down and left to the far-left wall, and climb to the next ledge on the right. Jump across and leap the slime pits to find a one-up [5], then jump up and right along the floating platforms to the Feral Rage Power-Up [7]. At one point, you'll have to jump and grab the bottom of a platform [6] and wait for it to start floating to the right. Move to the right until you automatically flip into the air, then jump up and left to the top of the platform. Tricky!

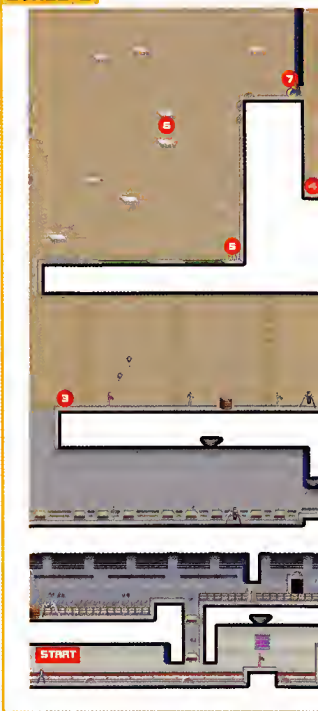
After grabbing Feral Rage, slide to the right, climb up the wall, and proceed to the right. To reach the switch [9], you have to climb all the way over to it from the continue [8] on the far-right, and all it does is turn off the conveyor belts. Not worth the time or effort. Instead, just make sure you snag the one-up [10] in the third pit, then drop down into the tunnel to the right of the one-up. Walk to the right and drop down into the lower corridor, then head left and flick the switch [11]. Follow the scent-radar to the second checkpoint [12].

Ride across the floating platforms and climb along the roof, all the way to the far right, and drop down to the model for Danger Room 8 module [13]. Now take a leaping Somersault to the left. Climb up to the top and hit the first switch [14]. Now walk right, drop through the open door, and hit the next switch [15]. Climb back up, head to the far left, and slide down the outside to the open door [16]. Watch out for two floating orbs that can knock you to your doom; lure them up to the top and then kill 'em. Head to the right and hit the switch [17]. Now backtrack to the top, walk right, and drop through the open door [18] again, hitting the second switch down [19]. The trickiest part of all: slide down to the lower-left corner, then around to the right. Quickly jump up into the door [20] and smack the orb as you do, or you fall and croak from the impact. Hit the switch [21] and walk right to the exit.

STAGE 1



STAGE 2

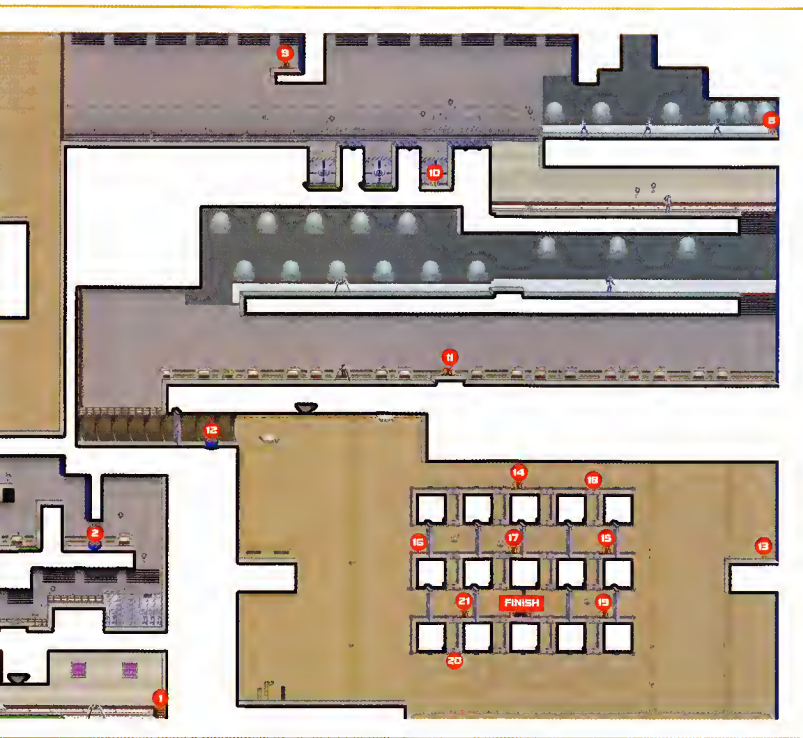


STAGE 3

If you're playing on the Normal mode, this is the final battle in the game; when you win, you unlock the Super Hero mode, which you must play through to unlock a very special surprise.

At the start of the battle, Magneto assaults you with four hunks of scrap metal, launched at your position one at a time; hide behind the steel squares and the hunks smash harmlessly into them. After the fourth scrap, Magneto fires his force field at you; avoid the field and claw Magneto while his defenses are down. It's possible to defeat Magneto in this first pattern if you're smart and lucky. Get your Rage meter almost completely filled, then stand on either of the lower blocks, as close to Magneto as you can get. When he fires his force-field at you, start slashing and Raging. If you're quick enough, you can wipe him out before he's able to conjure up another force-field.

After dealing some damage to Magneto, the four steel squares start rotating around him, and he's content to launch his force-field toward you at regular intervals. Hang onto the squares, or ride atop



STAGE 3



them, and slash Magneto as you rotate past him. When Magneto's about to perish, he causes all but the far-left and far-right pillars at the bottom of the screen to collapse. Now you essentially have to ride the spinning squares. Finish off Magneto as quickly as you can.

STAGE 4

If you're playing on the Super Hero mode, defeating Magneto is a warm-up for the final clash with Dark Phoenix. Defeat the evil version of Jean Grey to unlock a nifty bonus.

At the start of the battle, Dark Phoenix launches three flurries of five fireballs each. Run to one side of the screen and wait for the fireballs to rain down, then run to the other side of the screen, the fireballs smacking harmlessly into the ground behind you. After the third flurry, Dark Phoenix zips around the screen at blinding speed. Quickly claw-climb into the upper-left corner and wait for Dark Phoenix to zip into the upper-right corner of the screen, then drop to the ground and start smacking any of the three enormous computers at the bottom of the screen. You have to destroy all three computers to liberate Dark Phoenix and win the battle. After taking some damage, Dark Phoenix uses a new tactic; a series of flaming pillars erupt across the bottom of the screen, moving from left to right, then right to left. Climb up to the right side of the roof and wait for the pillars to approach. After a pillar flares and dies down in front of you, quickly move forward before you're tagged

by the pillar below you. Drop to the ground, climb up to the left roof and repeat the process as the pillars come back in the other direction. Dark Phoenix zips around the screen again after the pillar attack, so climb into the upper-left corner again, then drop and assault the computers until you win the game. A hearty congratulations! Return to the menu screen to receive your reward.

STAGE 4



ROVANCE WAARS

Increased difficulty

On the select mode screen, choose VS. Mode and pick a New game. Press and hold the SELECT button while choosing a map to play, and you will be faced with a much more difficult game. If you win a mission in this mode, you will gain extra coins.

ALIENATORS:
EVOLUTION CONTINUES

Level Passwords

Enter these level passwords to jump ahead in the game.

Level 2	MDKMZKCC
Level 3	BHSZSKTC
Level 4	ZKTSHKMC
Level 5	JLPFDKHB
Level 6	HMBDBRKB
Level 7	GLDKLKZB
Level 8	GLPKLKR
Level 9	GLDJBKFF
Level 10	GLPJBKFF
Level 11	GLDKBKZF
Level 12	GLPKBKRF

ARNEY MEN: SARGE'S
HEROES

GBC Codes

Mission Passwords

Mission 2 Complete:	C1F6Q3TP
Mission 3 Complete:	V4R281JK
Mission 4 Complete:	X6K2L1KT
Mission 5 Complete:	S5H8L2RG
Mission 6 Complete:	Y2C3T6BF
Mission 7 Complete:	F1C4P9VP
Mission 8 Complete:	VJC2PFHC
Mission 9 Complete:	V3S4C7S5
Mission 10 Complete:	M8R2X4LS
Mission 11 Complete:	K8HD4V1D
Mission 12 Complete:	14NN6168
Mission 13 Complete:	PD01S4N5
Mission 14 Complete:	80T7V9CK
Mission 15 Complete:	BDD61977
Mission 16 Complete:	K4TLLC11
Mission 17 Complete:	S6P8D2KG
Mission 18 Complete:	77N5Y14N
Mission 19 Complete:	Y2K4X8TP
Mission 20 Complete:	825VN1N6
Mission 21 Complete:	KFH1JGC0
Mission 22 Complete:	T3F8R0ZY
Mission 23 Complete:	Y7C8R2N0
Mission 24 Complete:	XW3L7B26
Mission 25 Complete:	C2X3O5TC
Mission 26 Complete:	LV75HRR9
Mission 27 Complete:	D2K7P0S4
Mission 28 Complete:	H4KXJ68D
Mission 29 Complete:	1NSY1912
Mission 30 Complete:	JYMCBB01

BUFFY THE VAMPIRE
SLAYER

GBC Stage Passwords

Enter these level codes for access to each stage in the game.

Graveyard:	3NKZF8
Alley:	9MD1WV
Sewers:	XTN4F7
Zoo:	5BVPL2
Mansion:	9D6F0S

Initiative:
Caverns:
Hellmouth:
Ending:

TSCNB4
CSJTOZ
BNPXZ9
GH9MRY

CASTLEVANIA:
CIRCLE OF THE MOON

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode

Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

Fighter Mode

Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

Shooter Mode

Beat the game three times. Put in CROSS8OW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

Thief Mode

Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

DONKEY KONG LAND 2

GBC Button Codes

On the "Game Select" screen, hold Right or Left in front of the game you wish to play, then press one of the following button combinations. If entered correctly, you will hear a chime.

40 Banana Coins:	B, B, A, A.
All Kremloins:	A, B, A, B.
Extra Lives:	A, A, B, B.

DONKEY KONG LAND 3

GBC Bonus Stage

Go to the Cape Codswallop's level, Total Rekoil. When you begin the stage, jump toward the left to enter a bonus stage.

CRUISIN'
VELOCITY

Everything Unlocked

From the main menu, access the Password option. Enter these codes to get to new levels in the Single Player Freestyle Mode.

Holland Open	HLDDSNST
Holland, Ireland and	
Alaska Open	HLDDNRLN
All Levels Open	HLDDHVGD



DOOM GBA

Button Codes

To get any of the following cheats, you have to first pause the game. Next, hold down the Left and Right-Shoulder buttons simultaneously, then (while still holding down L+R) enter the button code as shown.

Advance Levels

A, B, A, B, B, A, A (You will advance about five levels), depending on the current level.

All Weapons, Items, Keys

A, B, A, A, A, A, A, A.

Radiation Suit

B, B, A, A, A, A, A, A.

Invincibility

B, B, A, A, A, A, A, A.

God Mode

A, A, B, A, A, A, A, A.

Computer Map

B, A, A, A, A, A, A, A.

Advance Levels

A, B, A, B, B, A, A (You will advance about five levels), depending on the current level).

Berserk Mode

B, A, B, A, A, A, A, A.

DRIVER

GBC Stage Passwords

From the main menu screen, highlight and choose Undercover. Then choose to continue and enter these passwords as shown.

Stage 2: Tire Mark, Police Badge, Pylon, Red Light.

Stage 3: Traffic Light, Key, Key, Blue Light.

Stage 4: Pylon, Pylon, Pylon, Police Badge.

Stage 5: Key, Red Light, Red Light, Traffic Light.

Stage 6: Key, Police Badge, Tire Mark, Blue Light.

Stage 7: Police Badge, Pylon, Police Badge, Red Light.

Stage 8: Red Light, Police Badge, Key, Tire Mark.

Stage 9: Pylon, Blue Light, Red Light, Red Light.

Stage 10: Police Badge, Police Badge, Traffic Light, Pylon.

Stage 11: Blue Light, Key, Key, Key.

Stage 12: Traffic Light, Tire Mark, Red Light, Police Badge.

Stage 13: Key, Police Badge, Police Badge, Pylon.
Stage 14: Red Light, Blue Light, Red Light, Blue Light.

EARTHWORM JIM

Level Skip

Press START to pause during the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift. You will see the Earthworm Jim head say "Groovy" if the code was entered correctly.

Level Select

Press START to pause during the game, then enter the following commands to skip to the specific levels as shown.

What the Heck?

SELECT, R-Shift, B, Down, L-Shift, B.
Down the Tubes
Up, L-Shift, Down, A, R-Shift, A.
Snot a Problem
R-Shift, Up, SELECT, L-Shift, R-Shift, Left.
Level 5
R-Shift, L-Shift, A, B, B, A, L-Shift, R-Shift.
For Pete's Sake
Right, Left, R-Shift, L-Shift, A, R-Shift.
Buttville
L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT.

ECKS VS. SEVER

Ecks Level Passwords

Level 2 EXTREM
Level 3 EXCITE
Level 4 EXCAVATE
Level 5 EXCALIBUR
Level 6 EXTORT
Level 7 EXPIRE
Level 8 EXACT
Level 9 EXHALE
Level 10 EXHUME
Level 11 EXONERATE
Level 12 EXPEL

Sever Level Passwords

Level 2 SEVERE
Level 3 SURVIVE
Level 4 SAVANT
Level 5 SUFFER

Level 6 SULPHER
Level 7 SERVE
Level 8 SEETHE
Level 9 SEVERAL
Level 10 SEVERANCE
Level 11 SAVAGE
Level 12 SACROSANCT

FINAL FIGHT ONE

Unlocking Secrets

On the Mode Select screen, highlight and access the Options screen. Move down, highlight "Exit," and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret. Here is a list of the number of opponents to be defeated and what it opens.

50: Alpha Guy
200: 9 Lives
500: Alpha Cody
800: Stage Select
1300: Color Change
2000: Rapid Punch

After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen and either highlight Guy and press Left, or highlight Haggar and press Right. To initiate 9 Lives, Stage Select, etc., you must go to the Options screen, highlight "Next," and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.



GT ADVANCE

All Cars Available

On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Up+Left. While holding these buttons, press B. All of the cars in Quick Race, Time Attack and Practice mode will open.

Every Track Open

On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Up+Right. While holding these buttons, press B. All of the tracks in Quick Race, Time Attack and Practice mode will open.

All Tune-Ups Available

On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Down+Right. While holding these buttons, press B. All of the tune-ups in

Quick Race, Time Attack and Practice mode will be open.

GT ADVANCE: CHAMPIONSHIP RACING

Button Codes

On the Title screen, press and hold the L-Shift + R-Shift buttons, then enter one of the codes below. You'll hear a sound if you entered the trick correctly.

Extra 1

Hold Right and press B

Extra 2

Hold Left and press B

Ending Credits

Hold Up and press B

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCE

Konami Code Cheats

For each game, you can enter the famous Konami Code for different results in each game. Just go to the Main Menu screen, choose the game you want to play and at that game's title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a sound when the code is entered correctly. Below are the results for each game.

Frogger

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Frogger.

Scramble

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Scramble with 3 ships to choose from.

Time Pilot

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get a bonus level in Time Pilot.

Gyruss

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to enter Stage X in the Black Hole for Gyruss.

Yie Ar Kung-Fu

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get bonus fighters immediately in a two player game or after a one player game in Yie Ar Kung Fu.

Rush'n Attack

On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get 6 lives in Rush'n Attack.

MARIO KART: SUPER CIRCUIT

Unlock Tracks

For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them. To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins

ICE AGE

Passwords and Stage Select

Choose the Password option and enter these codes for the results shown here.

Stage Passwords

Stage 2 PBBQBB
Stage 3 QBQBB
Stage 4 SBQBB
Stage 5 DBQBB
Stage 6 NBQBB
Stage 7 PCTQBB
Stage 8 RFTQBB
Stage 9 CKTQBB
Stage 10 MTTQBB

Stage Select NTTTTT

Art Gallery MFKRPH

throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.

MEN IN BLACK: THE SERIES

Level Passwords

On the title screen, choose the Start Game option. On the Enter Password screen, put in any of these codes to advance further in the game.

Episode 4: Rocket Silo

MXNMSNNG

Episode 5: MIB Safe House

THXBKSK

Episode 6: Halloween in Manhattan

NNTNDWNY

MONSTERS INC.

Level Passwords

Level 2		SJBOGS
Level 3		MKBZ27
Level 4		VPB97I
Level 5		LLCOBK
Level 6		8PW2DJ
Level 7		NQOWJF
Level 8		WRC9SO
Level 9		3RC194
Level 10		XRDZB1
Level 11		YRX2JO
Level 12		3NX2JX
Level 13		LTDISK
Level 14		ZTFZD8
Level 15		BY2N2L
Level 16		M2F9S7
Level 17		LYGOBO
Level 18		1FZ2CJ
Level 19		FZ22FM
Level 20		F222KR
Level 21		PNGITL
Level 22		WRG1!C

NFL BLITZ 20-02

Unlimited Turbo

From the main menu screen, choose Exhibition. Pick your team and choose the opposing team as well. After you do this, press L-Shift, L-Shift, L-Shift, L-Shift, B, B, A, A, R-Shift. You will hear a sound to confirm correct code entry. Now your players will have infinite turbo throughout the game.

POCKET POWER: OCEAN SCHEME

Level Passwords

Enter in the following passwords at the main menu screen.

Ocean Shores Beach		4GWD!KL1
Mad Town		MFKGTB8I
Elementary School		2V748FDG
Town Square		6ILN99V5
Neighborhood		?FX6BBLJ
Spooky Woods		2L!DZHS8
Power Hills		HRB4KB4K
Complete All Levels		KL5X742R

SONIC ROVANCE

Classic Mode Sonic

Use this code to have Tails follow you during the game, like he did in Sonic 2 and 3. Highlight Sonic and press Up. Move over to highlight Tails, and press down. Next, highlight Knuckles and press the L-trigger. Then, highlight Amy and press the R-trigger. Move back to Sonic and press A. If the trick is done correctly, you'll hear a chime. Now, during gameplay, Tails will follow your every move!

SPIEDER-MAN: MYSTERIO'S MENACE

Amazing Passwords

Below are the passwords (in orange) and what they open up when you use them.

W7HV1

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open.

W7HZZ

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor.

W70ZZ

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open.

090ZG

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container.

Z787K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum Open.

ZV87K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container.

ZV72Z

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit.

ZV3Z0

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit.

HV37K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open.

JV37H

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt.

TONY HAWK'S PRO SKATER 2

Button Codes

Enter the following tricks from the main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly.

Cheats Opened

Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left. Now access the Options and the Cheats option will be available.

Smiley Face Blood

Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down.

No Blood

Gold the R-Shift button and press B, Left, Up, Down, Left, START, START.

Constant Zoom In and Out

Hold the R-Shift button and press Left, A, START, A, Right, START, Right, Up, START.

Unlock Spider-Man

Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).

Level Select

Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down.

Level Select and Lotsa Money

Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left.

URBAN YETI

Secret Menu

Are you ready to Yeti? If you're addicted to this bizarre game but are having trouble servin' up burgers at the soup kitchen or herding all those chickens, then we have a code for you. At the Title screen, select Continue and enter the password TONYGOLD (one of the main madmen behind this game). If you enter the code

correctly, you'll have access to a secret menu where you can select your level and the difficulty, and even listen to the game's music and sound effects.

YU-GI-OH! THE ETERNAL MONSTER SOUL

All Monster Codes

Because we love you.

7 Colored Fish	23771716
7 Completed	86198326
Acid Crawler	77568553
Acid Trap Hole	41356845
Air Eater	08353769
Air Marmot of Nefariousness	75889523
Akakiessu	38035986
Akhiron	36904469
Alligator's Sword	64428736
Alligator's Sword Dragon	03366982
Alpha The Magnet Warrior	99785935
Amazon of the Seas	17968114
Amoeba	95174353
Amphibious Bugroth	40173854
Ancient Brain	42431843
Ancient Elf	93221206
Ancient Jar	81492226
Ancient Lizard Warrior	43230671
Ancient One of the Deep Forest	14015067
Ancient Telescope	17082736
Ancient Tool	49587396
Ansatsu	48365709
Anthosaurus	89904598
Anti Raigeki	42364257
Anti-Magic Fragrance	58921041
Appropriate	48539234
Aqua Chorus	95132338
Aqua Dragon	86164529
Aqua Madoor	85639257
Artoway	14708569
Arma Knight	36151571
Armair	53153481
Armed Ninja	09076207
Armored Glass	36868108
Armored Lizard	15480588
Armored Rat	16246527
Armored Starfish	17355588
Armored Zombie	20277860
Axe of Despair	40619825
Axe Raider	48305365
Baby Dragon	88819587
Backup Soldier	36280194
Banisher of the Light	61528025
Barox	06940573
Barrel Dragon	81480460
Barrel Lily	67841515
Barrel Rock	10476868
Basic Insect	89091579
Battle Dx	09053103
Battle Steer	18246479
Battle Warrior	55550921
Bean Soldier	84901771
Beastking of the Swamps	99426834
Beautiful Headhunting	16889564
Beaver Warrior	32452818
Behagoon	94022093
Ball of Destruction	83555666
Beta The Magnet Warrior	39256679
Bickuribox	25655502
Big Eye	16768387
Big Insect	53606874
Big Shield Gardna	65240384

Binding Chain	08058240
Big Plant	07670542
Black Dragon Jungle King	89832901
Black Illusion Ritual	41426869
Black Pendant	65169794
Blackland Fire Dragon	87564352
Bladefly	28470714
Blast Juggler	70138455
Blast Sphere	26302522
Block Attack	25880422
Blue Medicine	20871001
Blue-Eyed Silver Zombie	35282433
Blue-Eyes Toon Dragon	53183600
Blue-Eyes White Dragon	89631139
Blue-Eyes White Dragon	80906030
Blue-Winged Crown	41396436
Boar Soldier	21340051
Bolt Escargot	12146024
Book of Secret Arts	91595718
Bottom Dweller	81386177
Breacchio-Raidus	16307828
Breath of Light	20101223
Bright Castle	82878489
Burglar	06297941
Burning Spear	18937875
Buster Blade	78193831
Call of the Dark	78637313
Call of the Grave	16970158
Call of the Haunted	97077563
Candle of Fate	47695416
Cannon Soldier	11384280
Castle of Dark Illusions	00082121
Castle Walls	44209392
Catapult Turtle	95727991
Ceasfire	36468556
Celtic Guardian	91152236
Ceremonial Bell	20228463
Chain Destruction	01248895
Chain Energy	79323590
Change of Heart	04031928
Charubin the Fire Knight	37421579
Chorus of Sanctuary	81380218
Claw Reacher	41218256
Clown Zombie	92667214
Cockroach Knight	33413638
Confiscation	17375316
Crass Clown	93889755
Crawling Dragon	67484157
Crawling Dragon #2	38289717
Crazy Fish	53713014
Crimson Sunbird	46695953
Crow Goblin	77998771
Crush Card	57278570
Curse of Dragon	28279543
Curse of Fiend	12470447
Curtain of the Dark Dnes	22026707
Cyber Commander	06400512
Cyber Falcon	30655537
Cyber Jar	12423416
Cyber Saurus	89112729
Cyber Shield	63224564
Cyber Soldier	44865098
Cyber Stein	69015963
Cyber-Tech Alligator	48766543
Dancing Elf	59983499
Dark Artist	72520073
Dark Assassin	41949033
Dark Chimera	32344688
Dark Elf	21417692
Dark Energy	04614116
Dark Gray	09159398
Dark Hole	53129443
Dark Human	81057959
Dark King of the Abyss	53375573
Dark Magician	46968414
Dark Rabbit	99261403
Dark Sage	92377303
Dark Shade	40196604
Dark Witch	35565537
Dark Zebra	59784896
Dark-Eyes Illusionist	38247752
Darkfire Dragon	17881964
Darkfire Soldier #1	05388481
Darkfire Soldier #2	78861134
Darkness Approaches	80168720
Dark-Piercing Light	45895206
Darkworld Thorns	45005044
Deepsea Shark	28583363
Delinquent Duo	44763025
De-Spell	19159413
Destroyer Golem	73481154
Dice Armadillo	69983315
Dimensional Warrior	37043180
Disk Magician	76446915
Dissolverock	40826495
DNA Surgery	74701381
Dokuroizo the Grim Reaper	25882881
Dome the Angel of Silence	16972957
Doron	00756652
Dorover	24194033
Dragon Capture Jar	50045299
Dragon Piper	55763552
Dragon Saeker	28563545
Dragon Treasure	01435561
Dragon Zombie	66672569
Dragoness the Wicked Knight	70681994
Driving Snow	40473469
Drooling Lizard	16339197
Dryad	84916669
Dunames Dark Witch	12493482
Dungeon Worm	51228280
Dust Tornado	60082869
Earthshaker	60866277
Eatgaboon	42578427
Eldoen	06367785
Electric Lizard	55875323
Electric Snake	11324436
Electro-Whip	37820550
Elegant Egotist	90219263
Elf's Light	39897277
Empress Judge	15627615
Enchanted Javelin	96355886
Enchanting Mermaid	75376965
Eradicating Aerosol	94716515
Eternal Dragon	56609928
Eternal Rest	95051344
Exchange	05566668
Exile of the Wicked	28725158
Exodia the Forbidden One	33398948
Eyearmor	64517933
Fairy Dragon	20315854
Fairy's Hand Mirror	17653779
Fairywitch	37160778
Faith Bird	75582395
Fake Trap	03027001
Feral Imp	41392891
Fiend Kraken	77456781
Fiend Reflection #1	68870276
Fiend Reflection #2	02863439
Fiend Sword	22855882
Fiend's Hand	52800428
Final Flame	73134061

Fire Kraken	46534755	Griffone	53829412	Kanikabuto	84103702	Maseki the Legendary Swordsman	
Fire Reaper	53581214	Griggle	95744531	Karate Man	23289281		44287299
Firegrass	53293545	Ground Attacker Bugroth	58314394	Karbonale Warrior	54541900	Mask of Darkness	28933734
Fireyaru	71407486	Groosome Goo	65623423	Kattapillar	81179446	Masked Sorcerer	10189126
Fissure	66788016	Gryphon Wing	55608151	Key Mace #2	20541432	Master & Expert	75499502
Flame Cerebrus	60862676	Guardian of the Labyrinth	89272878	Killer Needle	88979991	Mavelus	59036972
Flame Champion	42599877	Guardian of the Sea	45489931	King Fog	64868681	Mechanical Snail	34442949
Flame Ghost	58528964	Guardian of the Throne Room	47879985	King of Yamimakai	69455834	Mechanical Spider	45688586
Flame Manipulator	34460851	Gust	73079365	Kisatani	04288893	Mechanical Chaser	07359741
Flame Swordsman	45231177	Gust Fan	55321970	Kojocoy	01184620	Meda Bat	76211194
Flame Viper	02830619	Gyakutenno Megami	31122090	Kotodama	19405822	Mega Thunderball	21812754
Flash Assailant	96899502	Hane-Hane	07089711	Koumori Dragon	67724379	Megamorph	22046459
Flower Wolf	95352802	Haniwa	84285623	Krokodilus	76512652	Megazowler	75390004
Flying Kamakiri #1	84843465	Happy Lover	99030164	Kumotoko	56283725	Meotoko	53832650
Flying Kamakiri #2	03134241	Hard Armor	20060230	Kunai with Chain	37390589	Mesmeric Control	48642904
Follow Wind	98252586	Harpie Lady	72861211	Kurama	85075804	Messenger of Peace	44645691
Forced Requisition	74923978	Harpie Lady Sisters	12202112	Kurohoh	40640067	Metal Detector	75646520
Forest	87430998	Harpie's Brother	30532390	Kwagar Hercules	95144193	Metal Dragon	09239377
Frenzied Panda	98818516	Harpie's Feather Duster	18144506	La Jinn the Mystical Genie of the		Metal Fish	55994942
Fusion Sage	26902560	Harpie's Pet Dragon	52040216	Lamp	95790747	Metal Guardian	68339286
Fusionist	01641882	Heavy Storm	19613556	Labyrinth Tank	99551425	Metalmorph	88540058
Gaia Power	56594520	Hercules Beetle	52584282	Lady of Faith	17358176	Metazoo	50705071
Gaia the Dragon Champion	66889139	Hero of the East	89987208	La-La Lion	09430387	Millennium Golem	47986555
Gaia The Fierce Knight	06368038	Hibikime	64501875	Larvae	94675535	Millennium Shield	32012841
Gale Dogra	16229331	High Tide Gyojin	54579801	Laser Cannon Armor	77007920	Millus Radiant	07489323
Gamma The Magnet Warrior	11549367	Hinotama	46130346	Last Day of Witch	90330453	Minar	32539829
Ganigumo	35426726	Hinotama Soul	98851799	Last Will	85602018	Minomushi Warrior	44864967
Garma Sword	90844184	Hiro's Shadow Scout	81863068	Laughing Flower	42591472	Mirror Force	44095762
Garma Sword Oath	78577570	Hitodenchak	46718886	Launcher Shield	87322377	Mirror Wall	22359980
Garnacia Elefantis	49888191	Hitotsu-Me Giant	76184692	Leve Battleguard	20394040	Misairazume	33178416
Garoosis	14977074	Holograh	10859908	Left Arm of the Forbidden Dne		Molten Destruction	13384334
Garvas	69780745	Horn Imp	69669405	Left Leg of the Forbidden Dne	07902349	Monster Egg	36212197
Gatekeeper	19737320	Horn of Heaven	98069388	Left Leg of the Forbidden Dne		Monster Eye	84133008
Gazelle the King of Mystical Beasts		Horn of Light	38552107	Legendary Sword	44519536	Monster Reborn	83764718
	05818798	Horn of the Unicorn	64047146	Leghul	61854111	Monster Tamer	37612389
Gemini Elf	69140098	Hoshinigen	67629977	Leogun	12472242	Monstrous Bird	35712107
Genin	49370026	Hourglass of Courage	43530283	Leogun	10538007	Mon Envoy	45994794
Germ Infection	24668830	Hourglass of Life	08783685	Lesser Dragon	55446629	Mooyan Curry	50074572
Ghoul with an Appetite	95265375	House of Adhesive Tape	15083721	Light of Intervention	67886751	Morphine	55784825
Giant Flea	41762634	Hunter Spider	80141480	Lightforce Sword	45670470	Morphing Jar	33508719
Giant Germ	95178394	Hyo	39823256	Liquid Beast	93108297	Morphing Jar #2	79106360
Giant Mech-Soldier	72299832	Hysobue	20118022	Little Chimera	68658728	Mother Grizzly	57839750
Giant Rat	97017120	Hyozanryu	62397231	Little D	42625524	Mountain	59136071
Giant Red Seasnake	58831865	Ice Water	20848593	Lord of D	17985575	Mountain Warrior	04931562
Giant Scorpion of the Tundra	41403768	Ill Witch	81686058	Lord of the Lamp	99510761	Mr. Volcano	31770205
Giant Soldier of Stone	13039848	Illusionist Faceless Mage	28546905	Lord of Zemla	81618817	Muka Muka	44657337
Giant Trunade	42703248	Imperial Order	61740873	Luminous Spark	81777047	Mushroom Man	14191808
Giant Turtle Who Feeds on Flames		Insect Armor with Laser Cannon		Lunar Queen Elzaim	62210247	Mushroom Man #2	93900406
	96981563	Insect Duen	03492538	Mabarrel	38795934	Musician King	56930789
Gift of the Mystical Elf	98299011	Insect Soldiers of the Sky	10719529	Machine Conversion Factory		M- Warrior #1	56342351
Giganto	33621868	Inspection	16272556		25769732	M- Warrior #2	92731455
Giga-tech Wolf	08471389	Invader from Another Dimension		Machine King	46760124	Mysterious Puppeteer	54098121
Giltia the D. Knight	51286289	Invader of the Throne	03056267	Magic Jammer	77414722	Mystic Horseman	68516705
Goblin Fan	41436891	Invigoration	98374133	Magic Thorn	53119267	Mystic Lamp	98049915
Goblin's Secret Remedy	11888625	Jellyfish	14851495	Magic Ghost	46474915	Mystic Plasma Zone	18161786
Goddess of Whim	67959180	Jelly Bakudan	90020065	Magic Hats	81210420	Mystic Probe	49251811
Goddess with the Third Eye	53433204	Jinzo	77585513	Magic Labyrinth	64389297	Mystic Tomato	83011227
Gokibore	15367030	Jinzo #7	32899211	Magic-Arm Shield	96003713	Mystical Capture Chain	63515678
Graceful Charity	79571449	Jinzo Gumi	94773001	Magician of Faith	31560081	Mystical Elf	15025844
Graceful Dice	74137509	Judge Man	30113682	Mahe Vailo	93013876	Mystical Moon	36607978
Grappler	02906250	Just Desserts	24068492	Maiden of the Moonlight	79629370	Mystical Sand	32751540
Gravedigger Ghoul	82542267	Kageningen	80600490	Major Riot	09074847	Mystical Sheep #1	30451366
Gravekeeper's Servant	16762327	Kaizryu-Shin	76634129	Malevolent Nuzzler	99597615	Mystical Sheep #2	83464209
Graverobber	61705417	Kairyu Dragon	94566432	Mammoth Graveyard	40374523	Mystical Space Typhoon	06318639
Graveyard and the Hand of Invitation		Kamakiriman	68928540	Man-Eater	93553943	Needle Ball	94230224
	27094595	Kaminari Attack	09653221	Man-Eater Bug	54652520	Needle Worm	81843628
Great Bill	55691901	Kaminarikoza	15510988	Man-Eating Black Shark	80727036	Negate Attack	14315573
Great Mammoth of Goldfine	54622031	Kamionizard	41544074	Man-Eating Plant	49127943	Nekogal #1	01761063
Great White	13429800			Man-Eating Treasure Chest	13723605	Nekogal #2	43352213
Green Phantom King	22910685			Manga Ryu-Ran	38369349	Nemuriko	90963488
Greenkappa	61831093			Marine Beast	29929832	Neo the Magic Swordsman	50930991

Nimble Momonga	22567609	Rising Air Current	45778932	Stop Offense	63102017	Tripwire Beast	45042329
Niwatori	07805359	Roaring Ocean Snake	13068538	Stuffed Animal	71068263	Turtle Tiger	37313348
Nobleman of Crossout	71044498	Robbin' Goblin	88279736	Succubus Knight	55291359	Twin Long Rods #2	29682206
Nobleman of Extermination	17449108	Rock Ogre Grotto #1	68846917	Summoned Skull	70781052	Twin-Headed Fire Dragon	78984772
Numinous Healer	02130625	Rogue Doll	91939608	Supporter in the Shadows	41422426	Twin-Headed Thunder Dragon	
October	74637266	Root Water	39004808	Swamp Battleguard	40453765		54752875
Octubeam	86088138	Rosa Spectre of Dunn	32485271	Sword Arm of Dragon	13080966	Two-Headed King Rex	94119374
Ogre of the Black Shadow	45121025	Royal Decree	51452091	Sword of Dark Destruction	13720512	Two-Mouth Darkruler	57305373
One-Eyed Shield Dragon	33064647	Royal Guard	33293728	Sword of Deep-Seated	98495314	Two-Pronged Attack	63887306
Ooguchi	58901941	Rude Kaiser	26378150	Sword of Dragon's Soul	61405855	Tyhone	72842870
Ookazi	19523799	Rush Recklessly	70046172	Swords of Revealing Light	72302403	Tyhone #2	56789759
Orion the Battle King	02971090	Ryu-Kishin	15303296	Swordsmen from a Foreign Land		UFO Turtle	60806437
Oscillo Hero	82065276	Ryu-Kishin Powered	24611934		85255550	Ultimate Offering	80604091
Oscillo Hero #2	27324313	Ryu-Ran	02964201	Swordstalker	50006533	Urni	22702055
Painful Choice	74191942	Saber Slasher	73911410	Tailor of the Fickle	43641473	Umiruka	82999829
Pale Beast	21263083	Saggi the Dark Clown	66602727	Tainted Wisdom	28725004	Unknown Warrior of Fiend	97386110
Panther Warrior	42035044	Salamandra	32268901	Takriminos	44073668	Upstart Goblin	70388879
Paralyzing Potion	50152549	Sand Stone	73051941	Takuhue	03170832	Uraby	01784619
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Patrol Robo	76775123	Sea King Dragon	23659124	Tenderness	57935140		75347539
Peacock	20624263	Seal of the Ancients	97809599	Terra the Terrible	63300487	Vermillion Sparrow	36752303
Pendulum Machine	24433920	Sebak's Blessing	22537443	The 13th Grave	00032864	Versage the Destroyer	50259460
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Penguin Soldier	93920745	Senju of the Thousand Hands			24348204	Violent Rain	94042337
Petit Angel	38142739		23401839	The Bistro Butcher	71107816	Violet Crystal	15052462
Petit Dragon	75356564	Seven Tools of the Bandit	03819470	The Cheerful Coffin	41142615	Vishwar Randi	78566320
Petit Moth	58192742	Shadow Specter	40575313	The Ordek	08945775	Vorse Raider	14688066
Polymerization	24094653	Share the Pain	58830749	The Eye of Truth	34694160	Waboku	12607053
Pot of Greed	55145222	Shield & Sword	52089779	The Flute of Summoning Dragon		Wall of Illusion	13945283
Power of Kaishin	77027445	Shining Fairy	95956346		43973174	Warrior Elimination	90873992
Practical	33691040	Shovel Crusher	71950083	The Forceful Sentry	42829885	Warrior of Tradition	56413937
Premature Burial	70828912	Silver Bow and Arrow	01557489	The Furious Sea King	10710707	Wasteland	23424635
Prevent Rat	00549481	Silver Fang	90357090	The Immortal of Thunder	84926738	Water Element	93732747
Princess of Tsurugi	51371017	Sinister Serpent	08311711	The Experienced Spy	81620869	Water Girl	55014050
Prisman	80234301	Skelengel	60694662	The Little Swordsman of Aile		Water Magician	93343894
Prohibition	43711255	Skelgon	32355828		25109950	Water Omotics	02483611
Protector of the Throne	10071456	Skull Dice	00126218	The Regulation of Tribe	00296499	Waterdragon Fairy	68683598
Psychic Kappa	07892180	Skull Red Bird	10202894	The Reliable Guardian	16430187	Weather Control	37243151
Pumpkin the King of Ghosts		Skull Servant	32274490	The Shallow Grave	43434803	Weather Report	72053645
	29155212	Skull Stalker	54844990	The Snake Hair	29491031	Whiptail Crow	91985615
Punished Eagle	74703140	Skulbird	08327462	The Stern Mystic	87557188	White Hole	43487744
Queen Bird	73081602	Sleeping Lion	40200834	The Thing That Hides in the Mud		White Magical Hat	15150365
Queen of Autumn Leaves	04179849	Slot Machine	03797883		18180762	Wicked Mirror	15150371
Queen's Double	05901487	Snake Fang	00596051	The Unhappy Maiden	51275027	Widespread Ruin	77754944
Raijeki	12580477	Snakeslay	29802344	The Wandering Doomed	93788854	Windstorm of Etaqua	59744639
Raimie	56260110	Snatch Steal	45896063	The Wicked Worm Beast	06285791	Wing Egg Elf	99858702
Rainbow Flower	21347810	Sogen	58318356	Three-Headed Gaeo	78423643	Winged Cleaver	39175982
Raise Body Heat	51267887	Solemn Judgment	41420027	Three-Legged Zombies	33734439	Winged Dragon, Guardian of the	
Rare Fish	80518007	Solitude	84794011	Thunder Dragon	31786629	Fortress #1	87769600
Ray & Temperature	85309439	Solomon's Lawbook	23471572	Tiger Axe	49791927	Wings of Wicked Flame	92940663
Reaper of the Cards	33066139	Sonic Bird	57617178	Time Machine	80987696	Witch of the Black Forest	78010363
Red Archery Girl	65570586	Sonic Maid	38942059	Time Seal	35316708	Witch's Apprentice	80741828
Red Medicine	38196966	Soul Hunter	72689010	Time Wizard	71625222	Whipit Phantom	36349421
Red-Eyes Black Dragon	74677422	Soul of the Pure	47852924	Toad Master	62671448	Woden the Resident of the Forest	
Red-Eyes Black Metal Dragon		Soul Release	05789500	Toxeg	33878931		42883273
	64335804	Sparks	76103675	Toll	82003859	Wood Remains	17733394
Reinforcements	17814387	Spear Cretin	58551308	Tomozaurus	46457856	Wood Suppression	12253117
Reinquisish	84631466	Spellbinding Circle	18807108	Tongyo	69572024	Wow Warrior	68750536
Remove Trap	51482758	Spike Seadra	85326399	Toon Alligator	59383041	Wretched Ghost of the Attic	17238333
Respect Play	08951260	Spirit of the Books	14037717	Toon Mermaid	65858948	Yato Karu	23980133
Restructor Revolution	99518961	Spirit of the Harp	80770678	Toon Summoned Skull	91842653	Yaiba Robo	10315429
Reverse Trap	77622386	Stain Storm	21323861	Toon World	15259703	Yamatano Dragon Scroll	10374943
Rhaimundos of the Red Sword		Star Boy	08201910	Torike	80813301	Yami	59197169
	64203074	Steel Ogre Grotto #1	29172562	Total Defense Shogun	75372290	Yaranzo	71280811
Right Arm of the Forbidden One		Steel Ogre Grotto #2	90900472	Trakadon	42344802	Zanki	30900452
	70903634	Steel Scorpion	13599884	Trap Hole	04206964	Zoa	24311372
Right Leg of the Forbidden One		Steel Shell	02370081	Trap Master	46461247	Zombie Warrior	31339260
	08124921	Stim-Pack	83225447	Trent	78780140	Zone Eater	86100785
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